

GAMES ST AMIGA PC CONSOL

SCOOP PREVIEW!

BACK TO THE FUTURE II



DAY OUT WITH

MIDWINTER PLAYER'S GUIDE!





ARCADE GAME OF THE YEAR Take the wheel of your turb charged Porsche as you and your partner go in pursuit of dangerous criminals all driving an evil

ous criminals all driving an evil array of souped-up roadsters.

TAITO



BOOST!
ed to catch up in a hurry? Well,
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THE BORDER RAID.

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existence of Ness in his struggle against the retribution of Caponel THE LYNOL (RABLES-LIVE & AMERICAN LECEN) in decide color of a game, as second and pointed a game and second and pointed of a game and the color of the color

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Ultima II The False Prophet













COMPETITION Blast yer lugholes off with 100 watts of Sony Stereo Stacked power from Empire!

THE PRICE IS RIGHT Can't afford a parrot? Then

buy a budget

5 DÉJÀ VU Something old, something

new, you'll find it here in Déià Vu.

COMPETITION On me 'ead, son! Your chance to win 100 footie games worth over £2,000!

73 CONSOLE ACTION Is that a console in your pocket or are

you just pleased to read me?

COMPETITION Win a Sega MegaDrive and zillions of games! Don't Mention it.



Win Win Win! Page 55

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FREE Ocean game or ZERO Hero Tshirt when you buy a U-boat!

ADVENTURES Whiplash And Wagonwheel. The man with the facial hedge heads

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If it's hot news, then ZERO's on the case. 10 PREVIEWS

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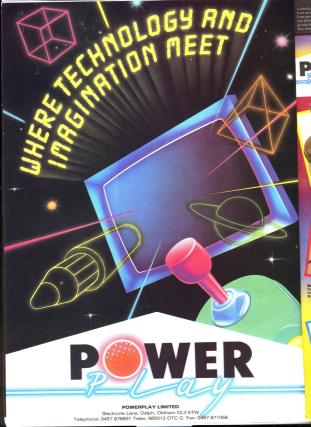
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MAIL ORDER Get your turkey

roast here!



Awight my loves? Page 10



WER



PWER









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CUE KLAX COIN-OP

engen is obviously pleased with the way its contract with Domark is going - instead of waiting months before its newest coin-op Klax appears on your computer, courtesy of the Doms, the launch of the two will be simultaneous. Klax the cabinet game, and Klax the ST, Amiga and PC games are all out next month. Klax is yet another attempt to jump on the Tetris bandwagon. It's a simple concept based screen. You must flip them into bins so that you create lines of the same colour. the sort of idea which is easily appeals equally to players from different countries and cultures - or so Domark and Tengen hope.

NNELS OF LOVE

ydraulic chair. Even though me eveloper, PMC, is no longer involved rith Konix. it hasn't stopped work on unnels, which now looks likely to ppear this year on another console ormat - possibly the Sega Megadrive.

RULE BRITANNIA



ritish companies dominated the first awards ceremony staged by French games mag Generation 4. Psygnosis and US Gold claimed four prizes each. All US Gold's were for Indiana Jones - The Adventure, which won Best Packaging, Best Adventure, Best Foreign Game and Best Film Conversion Psygnosis won Best Presentation for Stryx on the Psyclapse label and Best Sound. Best Realisation and Best Animation for Shadow Of The Beast. Next up were Ocean and Image Works with three awards each. Ocean was Software House of the Year, F29 Retaliator was Best Simulation and The Lost Patrol won Best Graphics on

the strength of its screen shots - the game isn't even out yet! From Image Works, Interphase won Best 3D Game, Xenon 2 was predictably the Best Shoot 'Em Up, and Chaos Strikes Back won a special award for From the Desert and Domark's Hard Drivin was the Best Arcade Adaptation. (What about the 'home teams'? Ed.) Well. Top French Publisher award went to Delphine, the software house responsible for Future Wars and Best French Game and Best French Adventure Game both went to, er.. Future Wars!

8 ZERO

SPEEDY

itman Towers must be a hive of activity. Not content with getting on with the coding for

forthcoming arcade adventure Cadaver. the mightily famous Bitmap Brothers are also beginning work on Speedball II. Publisher Image Works is promising a game which will be "even more bloody" than Speedball I - more weapons, direct control over your team, better control of attributes and tactics and a playing area twice the size of the original. Speedball II is due out in the autumn for all major formats



BECOME A MILLIONAIRE

We've had quite a few readers ringing the ZERO offices to ask whether or not they are able to publish, or approach software houses to publish s they've created on Palace's

Shoot 'Em Up Construction Kit. The answer is yes, but with the following conditions: they mustn't utilise anything from the games included in the package, ie. they must be completely original: there must be a 'credit' written on the package to the effect that the gam was written using the Shoot 'Em Up Construction Kit. If you're successful in getting a game published then you won't need to pay any royalties to Outlaw Productions/Palace Software, It's an earner!

LL CHANGE

ovstick manufacturers have been playing a game of musical chairs in recent months with distribution contracts flying around the industry. First off was Bondwell UK, subsidiary of the Hong Kong based company which makes everything from remote-controlled plastic rabbits to heavyweight business PCs. Its. Quickshot joysticks have been sold in the UK by Spectrovideo since 1983, but now Bondwell UK is selling them direct. Left with a gap to fill. Spectravideo has taken on the UK rights to both the Quickjoy range, and, in the UK, the Konix joysticks notably the Speed King and Navigator. The decision has been taken apparently because the UK's been a curiously weak market for Konix, which believes that Spectravideo can better convince us all to buy Speed Kings and Navigators for games playing.



* * STOP PRESS *



The software industry was heavy with child and now it's had a sprog! Yep, the number of 16-Bit games publishers has swollen by one! Viz Design, the team behind 8-Bit titles Wheels Of Plunder and Bride Of Frankenstein, have formed themselves into a new software publisher called Gonzo Games. Gonzo tell us that they intend to bring out original titles

with the emphasis firmly on playability. Their first title, Wipe Out, promises to be an addictive two player number letting you take on myriad alien species at hoverboard - a futuristic version of skate-boarding. Out on ST and Amiga as you read this, Wipe Out should retail for £19.99.

k To The Future 2

LOOK OUT FOR **NEXT MONTH'S** FREE COVER DISK!

Oi written and compiled by Christina Erskine ZERO 9



Anneka Rice has got an enormous bottom! Eh? So what's that got to do with Logotron's up and coming game Thunder Strike? Well, if you stick with Duncan MacDonald and read on, you ma find out. (Unless of course you don't care – in which case you'll turn the page and will be none the wiser.)

THUNDER ST



beyond recognition. Guess what it is? It's television programmes, that's what! (You didn't give them

guess. Ed.) Violence
and excitement are
the name of the game
now - even The Little
And Large Show has
almost become watchable.

Um, well, actually it hasn't – The Little And Large Show could never become watchable, no matter what you did to it (short of killing Sid an Eddie, the scriptwriters and the producers and starting from

scratch). But you know what I meahis futuristic television isn't quite so 'benign' as it is today (surely yomean' banal'. Ed.) There's a special TV station called War Channel, in which the games show is taken to its ultimate conclusion: with modern day gladiators fighting to the death

other words: Come On Down – we're about to have a look at a shoot 'em up (and you're the



Right, we'll start by going forward just as soon as we've worked out, um...

YOUR CRAFT

You'll be able to choose from several before the game begins, each with varied speed, acceleration and manoeuving characteristics. To begin with each ship has a standard single shot cannon, but during the course of events add-ons can be collected. The cockpit instrumentation is basically dead simple: two digital number readouss, two har chars and a radar scanner.

THE BUILES OF THE CONTEST

Basically, you're up against it from the word go.
It's not just you versus one computer-controlled player - it's you versus, erm, lots of computer-controlled players, and you've got to destroy their 'things' before they destroy yours. The 'things' in question are the installation bases and generators which are scattered

about the rather large undulating landscape. Yours look different from theirs which is, of course, rather handy when it comes down to the old 'Oh dear, am I meant to blow that up or not?' dilemma. Anyway, this is

where the large digital numbers on the cockpit display come in handy. The number on the left indicates how many of your bases (or 'things') are surviving, while the number on the right gives you the same information but refers to your enemies' bases. Basically, you want to keep the number on the left higher than that on the right. So how do you do this? Well, it's time to have a glimpse at the radar actually.

THE RADA

There are four different types of 'dot' on the radar. The white dot is you, the yellow dots are the enemy ships and the red dots are your installation bases. So what of the fourth 'dot' then? Well, if one of the red dots turns into a flashing red dot it means that the installation in question is currently under attack: one of the enemy 'spinner' craft (the ones that look like spinningtons) has landed on it and is in the process of sucking up its energy. This is bad news for two reasons: a) the obvious one - in that destruction of the base is imminent, and b) that once a spinner has sucked up all that energy, it tends to suddenly turn into a sort of killer spinning-top from Hell. So, the idea is to get over to the scene of the crime and

As well as the Spinners, there's another type of enemy to contend with: the sort that's more interested in destroying you than your bases. Getting shot by one of these will have a rather devastating effect on your shield (as you'll notice on the shield status bar, so you really want to get them first (or avoid

sort it out as quickly as possible.



Ah, the sun sets on rural England. Yikos! That's no sun, it's a 5,000 watt laser blast and it's hoading my way.

Ouch! Now I know what a tennis ball feels

mber

terrov

18

you'll TRIKE



Rating Bar (A rodor

Fuel

them). The destruction of one of these shins sometimes results in the appearance of a little 'cube thingy'. Fly into this and you'll collect one of the power-ups available, such as shield replenishment. defence pods, double shot gun, turbo boost or high-power shot. (This last one increases the intensity of your blast power five-fold - handy when you consider that destroying an enemy generator with standard weapons takes 40 shots). Oh, and the radar has a 'close up mode' as well, which it automatically clicks into when any enemy craft are within engagement range.

THE DITCHES The battleground looks like a giant building site that Robert McAlnine never finished off. There are hills and ridges all over the place and the whole area is criss-crossed by a network of long straight ditches. These ditches serve a purpose in that if you zoom into one, an 'autopilot' takes over and you zap along in straight lines at a much higher speed than you're able to over normal terrain. In other words, if you're at 'A' and you want to get to a quite far away 'B'

very quickly, the

place to head for -

ditches are the

but don't forget

crossed, so you

that they're criss

have to keep your eye on the radar (and some direction pointers) in order to know when to pop out of one ditch and back down into another - and so on.

MAKE A MEAL OF IT So, that's basically it. Locate and destroy the enemy bases while defending your own. But hold on! It's not actually that straightforward. Remember the Entertainment Rating Bar? Well, here's what it's for. You're on TV right? And the nunters want to see a damn good fight. Allowing an incessartly firing enemy ship to stick on your tail for a while before shaking it off and blowing it out of the sky is a good idea - and things like that Showmanship, It's up to you

how you do it, but to be promoted to a higher level at the end of a round your Entertainment Bar has to be in a healthy condition (i.e. full up). If you're a bit of a rewind freak and you think you've performed rather well in the showmanship stakes, there will be a camera replay option where you can view the chase and kill sequences from various camera angles at your leisure.

> You'll have sussed from the screenshots that we're talking solid filled polygons here. But what you won't be able to work out is the speed and fluidity of the animation -

veryone's seen Treasure Hunt. And veryone knews who Annoke Rice is the Committee of the Committee of the hard show the senera team? Who are key? Well, there's consers apprecie reaham Earry and sound engineer Frank Early and sound engineer Frank was the Committee of the Committee of the washing of the series. And guess what? in, they haves. Everyone's seen Treasure Hunt. And

Use, they become with the control of the control of the better of the control of the co

well, it's brilliant. Up and down, round and round and round at high speed with no jerkiness to speak of. The action is viewed at all times from behind and on the ground. It's like a speeded up version of Channel Four's Treasure Hunt, but instead of seeing a gargantuan pair of wobbling buttocks, you see your assault ship. Basically we've had Starglider, we've had Voyager and very soon we're going to have Thunder Strike - a beautifully implemented shoot 'em up (with some rather novel knobs attatched).

Thunder Strike

PUBLISHER Logotron

PRICE £24.99 FORMAT ST/Amiga/PC RELEASED June

ZERO 11



HALF TIME Round-up

Nice one Cyril! As the FA and World Cups becken, ZERO makes a long pass at forthcoming footie products.

SUPER LEAGUE MANAGER

Super League Manager is the next football game to come from the Audiogenic stables. As its name suggests, it's a football management game. You begin life as the manager of a lowly fourth



division club, with the ultimate aim of progressing to win the League Championship and FA Cup. There

mation

relevant to choosing the best team and tactics. Matches are

SPORT STATE OF THE STATE OF THE

sort of Cinemaware sequence with stills and a match report. It's also Emlyn Hughes International Soccer compatible and this can be used to actually follow all the action, although you wan't be able to play.

4 Available from Audisogenic in Aeril on \$1 Amiesa

12 ZERO

and PC, price £19.95.

WORLD CUP SOCCER 90

Well there might be a lot of arcade conversions but this year and than a few World Cup games but there can't be many World Cup games that have been converted from the arcade version by a Hungarian software company.

ames that have been converted from the arcture version by a lungarian software company.

This game allows you to see both sides of an argument as goals an be viewed close up from either the striker or goalkeeper's

perspective.
Virgin are obviously not over
optimistic about
a clean final since
they have included a stretcher sequence where the
injured player (ie
Bryan Robson) is
carted off and

Available from Virgi
 Mastertronic in April or
 all 16-bit formats, price



FOOTBALL MANAGER WORLD CUP FDITION

Addictive are hopping aboard the World Cup bandwagon with this topical revamp of the original and huge selling Football Manager. Player intelligence has been refined, with various perspectives available.

• Available in Md May from Addiction 151, AMGA and PC-1618-19

SUBBUTEO The company that

The company that brought you Tracksuit Manager also hold the rights to this prestigious licence. In order to maintain the Fisik To Kick 'trademark of the famous table football game, Goliath are hoping to include a finger sprite! A wallable from Collath Coases in May me 31, Amiga and Fic. That is a support of the control of the control

GARY LINEKER'S HOTSHOT

This one came out some time ago on the 8-Bit machines and now is about to appear on your ST and Amiga. It's an international overhead viewpoint arcade game with much in common with Microprose Soccer but with differences as well... if you see what we mean.

 Available now from Gremlin o ST and Amiga, price £19.99



For those of you who can't bear to watch an important match then Starbyte offer you the option of



just watching the score board click round. Braver managers ca choose to watch highlights of the game. An interesting feature of Soccer Manager Plus is that it select the

allows you to select the aggressiveness of your team in each match. An aggressive team will pick up more bookings but more victories too. Not an attitude that the FA is likely to encourage. Available now from

MICROPROSE WORLD SOCCER

To be honest, we're not sure what the final game title is going to be for what is basically Microprose Socer II. What we are sure about is that the finished version will offer a solid 3D perspective and a high degree of computer

intelligence. Instead of controlling an entire team, you control just one player allowing you to dabble in a few nifty one-twos with the computer.

 Available from MicroProse on ST and Amiga in late Spring or early Summer, price to be announced. In 1989 the Wall cracked... ... in 1948 a nation cracked... Far more sinister event that has taken place. An atomic bomb is found missing from a British base and is believed An atomic bomb is sound missing from a Systian base and is believed, the headed to the Soviet forces. As a lone American agent, you neaded to the soviet incres. As a ione American agent or the city questioning the military police and occupying near scows use cary questioning the maintary poince and occupy ces and interrogating the shadowy figures of the underworld, roes and interrogating the shadowy rightes of the minor world, ur mission to recover the bomb before the Cold War takes REAL TIME ACTION * BIRD'S-EYE-VIEW * PERSON TO PERSON COMMUNICATION + BIRE AND FOLLOW ROUTINES MOVIE LIKE ANIMATION iga, Atari ST. IBM PC - £24.99



LEAVIN' TERRAMIS

With 10 seconds to go before the space ship blows and eight levels between you and the escape pod who ya gonna call? Chances are it won't be Paul Lakin but we let him cast an

eye over Leavin' Terramis all the same.

I never be unkind to a space invader again. Honest.

MAAAAD MONSTERS

What with your head hurting and your eyes feeling as if they've been boiled in cabbage water, the last thing you want is monsters trying to be funny Unfortunately, the programmer's tongue was not so much in his cheek as bursting through the other side. As you blunder and blast your

way to freedom you're likely to stumble across a monster posing as a satirist. There are clockwork PacMan type thingles, ghosts which look and move in a very Gauntlet way and even a left over from Little Shop Of Horrors. Worse still, an arcade section as in a section of mutant arcade machines which snill out Space Invaders.

Even the backgrounds can't escape from the madness. Level 6 is the Space Port. Nothing zany about that I hear you say. But look carefully among the Highway Code style instructions; does that or does that not say "No Hard Drivin"?

STEAMING NASTIES

For those who think that most end of level nasties are a pile of steaming... (Snip. Ed.) Leavin' Terramis gives you one that really is. Your exit is blocked by a large brown mass which has to be washed down the plug hole before you can carry on. So like the toilets in dear

Castle Rathbone. As well as levels and platforms there are also five sub levels to choose from labelled Zany, Deadly, Easy. Lethal and Crazy. Do you see yourself as Zany or Crazy? Perhaps you're more of the Lethal type. Me. I'm easy.

It may all be madness but it's all years colourful and action-nacked Thalion have even found time to elin in some extremely emooth scroll ing. This might be of some

comfort to you when you get irradiated by a galactic version of J.S. Sainsbury. "I died,"

you can cry, "but at least I died smoothly." Less likely to be of comfort is the 'cheery' death message along the lines of "Eating too much cholesterol would have been a more enjoyable way of meeting

your death." Ha ha. When the time limit is up, the space station blows itself to pieces. If you're lucky, the end sequence will show your shuttle escaping from the flames. If not, then someone will be dining on roast you on toast.

You'll be able to test out your

nerve on Terramis in April.

Leavin' Terramis PUBLISHER Grandslam/Thalion ST £19.99

Amiga £24.99 ST/Amiga FORMAT

RELEASED

Late March/Early

14 ZERO









mmortality. Legend has it that the secret is hidden in the Throne Room of the Great Castle atop Dwarf Mountain at the centre of the land of Anrea. Breed a fighting force of dragons and conquer the villages

Breed a fighting force of dragons and conquer the villages of Anrea. Collect taxes and buy magic ingredients from passing traders to cast spells. Finally, complete the Talisman that guides you to your ultimate goal.

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Play the BEST soccer simulation. Bistering Page - Pixel Perfect Passing. Unique facility to design your own TACTICS Over 1000 individual players each with a unique combination of attributes. Focus camera on the ball or an

Player Manager charge of a third division club. His success depends on four distinct CBM 64 - SPECTRUM - AMSTRAD -ATARI 800 £9.95(Cassette) £14.95(Disc)

PLAYING SKILLS OF THE MANAGER
This part of the game is a refined version of the KICK OFF, retaining it's poe, flavour and the universally acclaimed game play. Play in your position or control the nearest player. The first option combined with a tailor made tactics can play havoc in the opposition goal mouth.

MANAGERIAL SKILLS

Each player with a unique combination of the following attributes: SHOOTING ACCURACY, PASSING ACCURACY, PACE, STAMINA, APPLICATION, AGGRESSION, HEIGHT and TACKLING

SKILL.
These attributes are influenced by the player's Age, Mental and Physical Dexterity, Quality of Experience, Weight, Temperament and Morale. There are several other factors such as injury, disciplinary points, unsuitable playing position which influence a player's performance.

plans of a manager. The PLAYER MANAGER brings everyday realities of a Manager's life, his talents as a manager and a player into a sharp FOCUS. THE FOCUS IS ON YOU









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COMBO RACER

Coming to a monitor near you in April will be Combe Recer, the game of materyctic sideor racing from Greenlin. This will testure a novel two player option, where the second player takes on the role of passenger! The action will take place over eight different tracks, complete with tunnels, bridges and gradients. Get fired of these, and with tunnels, bridges and gradients. Get fired of these, and the day of your choice! Apart from that there'll be all the usual practice, qualify and racing seasons to participate in

Available from Gromlin in April on ST and Amiga, priced £19.99.



Here it is again, that horral beastliness that is 'The Full beastliness that is 'The Full beastliness that is 'The state in the state of the state o

DEFENDERS OF THE EARTI



to hit us with their licence of the BBC TV series Defenders Of The Earth. For those of you unfamiliar with the show, it features four heroes including Flash Gordon (and their pet masor Zuffy) pittle against Flash's arch enemy. Ming The Mercelless and his minglions. (Geddit?) A existate nor from Enigne Variations on \$1 and Amiga formats, price (19.95.



CHART

CHAOS STRIKES BACK

OPERATION
THUNDERBOLT/Ocean
NINJA WARIORS

Virgin

PLAYER MANAGER

Anco
FIGHTER BOMBER

Activision

DRAKKHEN

O Infogrames

KICK OFF

Anco
DOUBLE DRAGON II

Virgin

SHOOT EM UP CONSTRUCTION KIT Palace

Microprose

WARHEAD

lets you fly the fabulous FOE'57 space fighter against hordes of insect-like aliens responsible for duffing up the Earth! There's 39 missions in this original space sim that combines strategy and arcade action. It should hit the shops as you read this!

Available now from Activision on Amiga and ST, price CL498.





CHART

- OPERATION
 THUNDERBOLT/Ocean
- 2 FIGHTER BOMBER
- 3 NINJA WARRIOR
 - O DOUBLE DRAGON II
- G CABAL
- O DRAKKHEN Infogrames
- Introgrames

 IT CAME FROM THE
 DESERT/Cinemaware
 - SPACE ACE
- Empire/ReadySoft

 STARFLIGHT
 Electronic Arts
- MASTER SOUND



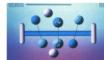
XIPHOS

Electronic Zoo, the former Microprose bods, are soon to bring out Xinhos, It's been programmed by Voodoo and is a game that combines a 3D space combat flight sim, with strategic adventure and arcade shoot 'em up action. The game sounds huge and entails your flying across five universe levels to take out Xiphos, an artificial inteligence believed to be disrupting the space time continuum. En route vou can explore bases, avoid obstacles and take sides in huge alien space battles! Electronic Zoo fancy they could have a contender for the Elite of the nineties here. We'll keep you posted. Available from Electronic Zoo on Amiga and ST

 Available from Electronic Zoo on Amiga and ST around April/May for £24.99. A PC version is planned

E MOTION





Here's another up and coming release from US Gold, It's called E Motion. although it was originally bandied about under the moniker Sphericule. It's one of those fiendishly addictive puzzle games that has much in common with snooker. You have to use your rotund ship to bounce different coloured spheres together Two spheres of the same colour colliding will disappear. Two spheres of different colours will produce haby epheree These start off small and can be gobbled up for extra energy, then turn into normal spheres. If you don't get rid of all the spheres in a time limit. they'll explode! Eeek! Simple to play, hard to master and well addictive. Out from US Gold in April on ST, Amiga and PC. price to be announced.

WINGS

It's Tailly No' and 'Give the hum a halfly good threshing' in Mirroret's letter Cinemengure Itile. It's called Wings and it's a First World War air combat game. It's Cinemengure's first foray into the wonderful world of flight sims and has been heavily researched. As you can see, the border of the hiplane's wings; but these serve of function in that hullet holes dated appearing in them had been a serve of the serve of the server of the s



massive 240 missions 240 missions 240 missions missed We loved the carly demo we saw in the ZERO office and reckon Wings could prove to be the Their Finest Hour of WW11 Most pillots ustages training to 'carn' their wings, but you can nobe copy for a measly thirty quid!

Available from



SCREEN SHOTS FROM AMIGA

VERSION.

GOALS SCORED VIA REAL TIME DIGITISING, REFEREE AND LINESMEN.

2. MANAGEMENT GAME: FULLY ANIMATED ICON DRIVEN, TEAM SELECTION, INJURY LISTS, PLAYER STATUS, PLAYER TRAINING, MANAGEMENT REPORT, CUP DRAW WITH DIGITISED SPEECH FROM 5TH ROUND, TRANSFER MARKET, BUY AND SELL PLAYERS, LEAGUE TABLE.

AVAILABLE NOW: AMIGA AND ATARIST.

COMING SOON: IBM PC, ARCHIMEDES, KONIX MULTI-SYSTEM, SPECTRUM (Cassette and Disk), CBM 64 (Cassette and Disk), AMSTRAD CPC (Cassette and Disk) and MSX (Cassette).

KRISALIS SOFTWARE, TEQUE HOUSE, MASONS YARD, DOWNS ROW; MOORGATE, ROTHERHAM S60 2HD.

previews



CHART

- LEISURE SUIT LARRY III
- CHESSMASTER 2100
- 3 GHOSTBUSTERS II
- INDIANAPOLIS 500
 Electronic Arts
- 6 POPULOUS
- Electronic Arts
- Mindscape

 688 ATTACK SUB
 Electronic Arts
- 8 POPULOUS: NEW WORLDS/Electronic Arts
- SPACE ROGUE
- HERO'S QUEST



FPONTLINE

If you're a fan of strategy wargames, then you're in terested to hear about the new release from CCS. It's a squad level (each unit representing ten men) recreation of four Second World War scenarios – Casino 1944, Gaudalcanal 1942, Stalingrad 1943 and Pegasus Bridge 1944 – and two training ops.

- Out on's Them CCS ayou read this, priving CS and the CS and the



DRAGON STRIKE







Make no bones about in dragons are big, big, big of the moment. He dragons are big, big, big of the moment. He dragons are big of the moment of the dragons are better than the dragons are better to be dragons and the dragons are better this process and the dragons are better this process and the dragons are better this process are the second and the dragons are the d

VENUS

Now what does Venus mean to you? A planet? A Roman godess? A cheap excuse for nudle piccies? Wrong, wrong. Try again. Think of Venus flytraps, think of a world overrun by mutants, most of all think of one Mega Fly out to save humanity.

By walking on various icons, this fly performs natty tricks like walking upside down and leaping about eight billion miles with one jump. All this and more in five levels of horizontally scrolling shoot 'em up that does for insecticide what the A-Bomb did for the crossbow. • Out toon Gemin for tit39 on ST and Amiga in





THE TOYOTTES

The Toyottes is the new tile from ingress that the term in a course the property of the term in the te

Charts supplied by the Virgin Computer Games Shop, Virgin Megastore, Oxford Street. Tel. 01-631 1234





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THE-ACTION-STARTS-HERE

eMasters, PO Box 6, Southar

feature ARTISTIC LICENSING

Farty McZip leapt into the time-travelling Reliant Robin and noticed an unfamiliar face. "Who's the passenger, Doc?" "John Minson. He's writing an article about film tie-ins." "Great! Maybe they'll make a movie of this (too)."

BACK TO **FUTURE**

SCENE 3: HOLLYWOOD

SCENE 1: PETER BILOTTA'S OFFICE

eamething on his mind

Early in: Top software executive Pater Rilotta naces the floor of his effice in Missesself's London bandoussters, talking to himself. He has



: "We do high end 16-bit software but we have to recognise there's a mass market out there and the age of the lé-bit consumer is coming down." Suddenly the clouds open and a shaft of sunlight illuminates him

Inspired, he leaps for the intercom. Bilotta: "Our competitors are becoming more involved in 16-bit and so we have to start competing at the other end. Film icences allow you to compete across the range."

SCENE 2: BOARDROOM

Peter addresses the massed employees of Mirrorsoft. They hang on to his every word



"There are a few films you know are going to hit it and will make good games. Look at this Christmas which was tied up by film licences. We know the ones we want but we can't always get them. We'll be looking to do a couple a year. We won't want to be like those publishers who just put out a lot of licence stuff." Somebody lets out a cry of "Yeah!" then stifles it and looks abashed as

talking with 'a top Hollywood Executive'

Shot of the Hollowood sign. In front of it stands Dick Lehrberg, He's

ra: "I have my own company called Lehrberg Assa and I've worked with Peter Bilotta since we were both at Activision for whom I did a lot of film licensing. When I set up

on my own, we got together as Mirrorsoft's reputation spread and the quality of their 16-bit work was becoming recognised." "But how do I know you won't sell my licence to Rip-Off Soft?" erg: "I work exclusively for Mirrorsoft and look for licensing opportunities from Hollywood, personalities, books and comic books. Anywhere to make a good game. I'm always

disappointed when I see a licence just slapped on a gar We're trying to get a licence to give a game its own unique experience "I like your style. I'm going to let you have a look

at our next blockbuster. Lehrberg: "Is it hot?" The Hollywood Executive opens his asbestos briefcase. A red light glows from within. Lehrberg begins to sweat as he peeks at the script.

SCENE 4: PETER BILOTTA'S OFFICE

off's Accountant is sitting in a state of shock

rberg: "That's hot!"



everybody stares at him



* "A film licence costs how much? "Anything between \$50,000 and \$750,000." "But can you ever hope to get that back?" "It can be recouped but the risks and opportunities are

great."
The Accountant looks worried. The phone rings and Peter Bilotta answers it then puts it down without speaking "We've got the rights to Back To The Future 2 and 3."

SCENE 5: BOARDROOM

Peter Bilotta addresses his crack team of developers, urgency in his



"With a film licence you have to try and hit the marketing date. That means we have to hit July which is the release of the video of 2 and the premiere of 3. We'll try to put an ad on the video. We're keeping our fingers crossed. The developers look nervous. Peter pushes a button and the panelling

at the far end of the room glides open to reveal a huge televison screen. Dick Lehrberg's face appears across the satellite link. Lehrberg: "One of the hardest things is to read a script and make a judgement on how well it will translate into a film. I read Howard The Duck and it looked like a great movie but it

turned into a turkey." A titter runs round the ro "You have to decide how good a game it will make. In a movie you look at the director and he determines the look of a movie. In software you have to look at the creative team

who put it together." The creative team looks abashed. Lebrharm "One of the issues that Steven Spielberg and his company Amblin are very concerned about is security. One of the things we'd like is a copy of the video of Back To The Future

2 and they won't release it. ": "But how can we develop the game if the film's not finished?" "You may have to go off a script. Or even half a

script." The developers look nervous; then one stands up, his upper lip visibly stiffening. "It looks like we've got quite a job on our hands,

chaps. We'd better get cracking. Stirring Dam Busters music as the developers scramble.

tuart Hibbert admits that one of the ideas he and Karl Jeffrey came up with for the design was going to be bigger than all the other sections put together. "As we didn't go for a 20 disk game it had to be rejected." Didn't they both feel rathor limited by the power of the current generation of computers when it came to adapting a multi-million dollar epic movie?

"Yes, definitely," says Stuart, "CD ROM goes some way to addressing it but you still have speed problems." "Interactive movies have never come off." Karl adds. "The last one was Ghostbusters 2 which projected the idea of the movie but wasn't really playable.



Cinemaware are the only people who've really mangged to pull it off, And they don't work from films."

"We need the speed and graphics at an affordable price for people to

buy," Stuart muses. "The technology is out there but it's not yet affordable." "The future

is here," says only a few vears down the road "



SCENE 6: THE MIRRORSOFT OFFICES

Midnight: attractive, young development manger Charlie Kamalati sits



: I bring in producers and project man Kamalati: I bring in producers and project managers to do the design. I read the scripts and the game designs. If the product isn't good it won't sell, so I have to make sure all of our games are of a high standard."

She rests her head in her hands, overcome by the responsibility. Then she sits up again, puts the Yorkie on the desk, wipes the melted chocolate from her forehead, and picks up the phone. alati: "Get me... the project managers."

feature ARTISTIC LICENSING

LLL SCENE

SCENE 7: THE PROJECT MANAGER'S OFFICE

The phone rings but there's nobody there to answer it. Dissolve to daytime and product development manager Stuart Hibbert talking to a minion about how to pick a programming team.



Mibbert 1 go out to several component write dre interestree in what we're trying to put over. The notified pilling limited. It by to go to as many fried and tested people as we know with the product to see how they react. We see who's enthusiastic because if the enthusiasm is not there at day one it won't be there offer six weeks let alone six months.

SCENE 8: IMAGE'S DUNGEONS

A programming team, elaborately bound together, slave at their computers, both 8 and 16-bit.



Hibbert: "Development costs have gone higher and people expect more."

when you want to the budget goes on programming but on increasing amount is spent on graphics, sound and design."

Hishart: "But in future programmers won't be so important."

Jeffrey: "We'll see a producer, director, writer creating the product and then the programmers."

Vales Frem Aboves "Just like the film industry. in fact!"

TO THE to land and to land and

hen Stuart Hibbert and Karl
Jeffrey started to design Back
To The Future 2 they hit a
slight problem. Despite its incredibly
complex plot, the movie lacks action
sequences which are immediately
convertible into computer agmes.

So they decided to divide the plot into five sections, taking in the three major eras. The hoverboard was the most obvious action device and it appears in the first and last sections, set in 2015 and 1955, while the middle section is based on Marty's flight through the urban decay of the Alternative 1989.

In between these arcade sections come two slightly more cerebral bonus rounds; logic puzzles which won't wipe you out but could score yaluable extra points.

After a credits sequence in which the title glides in and we see the DeLorean come in

to land and fly off with Marty, we jump to 2015. Marty is on his hoverboard, novigating the town as he tries to escape the gang of bullies. There's a vague similarity to Paperboy," Stuart emphasises) in the high perspective scrolling landscape, but unlike Paperboy you turn

There are curbs to leap and items such as manhole covers to avoid and if Biff's gang catches up, Marty can hit out at them. It all ends with an animated sequence of the bullies crashing through the town hall and Marty saving his son.

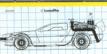
corners

The Alternative 1989, when Biff has turned the town into a hellish nightmare of iniquity, is represented by a sideways scrolling fight game.

As well as the enemies, which include Mr Strickland (the paranoid teacher with a pump-action shotgun) plus Biff's gangsters and corrupt cops, there are dumb objects to dodge such as tyres rolling down the street. But picking up a baseball bat

or other





objects will give Marty extra energy while money adds to the old points. At the end of the round, Biff appears as the classic mega-sprite. Beat him and you're rewarded with Marty's reunion with Doc, ready to

trovel back to 1985.
Finally, it's the final pursuit of
Biff's cor as Marty leaps on the
hoverboard and tries to return time
to its natural course. "It's sixty
years seriler and what you do is
much more difficulty." Stuart smiles.
The first hoverboard game was just
to get you into it. There are a lot of
hazards with a lot of fast action."
It that semething hoppens to the car
and it involves horses.

SCENE 9: THE PROJECT MANAGER'S OFFICE



ert: "We had a rough direction we wanted to take when the product was decided on. Because the film's very fast moving, we had to split it up into individual sections and found about 16 of these. A lot of that concentrated on Marty on the hoverboard - a good sequence but not that long in film time. So we decided to elaborate on that sequence. ries: "Back To The Future 2 is a great product. There's not that much action but there's a lot of elements such as the

hoverboards to put in." bort: "Our first draft was literally a couple of pages."

SCENE 10: CHARLIE KAMALATI'S OFFICE



the "Approval of the design takes up to four weeks. gentleman I deal with at MCA reads it."

"I'm told that Spielberg himself reads it to give approval."

She picks up the phone and dials Lehrberg Associate Lehrberg (over phone): "Steven Spielberg and Amblin care very much about auality so we work very closely to make sure the consistency is there and it flows from the movie."

Voice On Crossed Line: "But do film-makers know what

makes a good computer game?"

Lehrberg: "I think the people who make films have good imaginations. Spielberg and Amblin do come back and look at storyboards and say, 'wouldn't that be better?' In one of the scenarios the enemy chasing you was the R'N'B group from 1955 and they said it wasn't consistent. That was a really helpful suggestion."

Charlie puts down her pho Voice On Crossed Line: "Hello? Hello? You didn't give me a chance to tell you about this script I'm writing. It's about how they make computer games out of films and I wondered whether you'd like to make a game out of it."

All characters contained in the script are totally

SCENE 11: DICK LEHRBERG'S OFFICE

Dick looks up as a muscle-bound Minder crashes into his office, all aliating gold chains and an evil arin



"You the guy doing the Back To The Future game?

"Good. Because I represent one of its actors. And I'd like to remind you - you don't use his face - not in the game, not in the packaging, not nowhere - without my say so. Un'erstand?"

Minder: "Good, My client's Hiram T Putznik III, He's an extra in one scene. Only most of his appearance ended up on the editing room floor. But he's there. So watch it."

He leaves, breaking the door off its hinges as he go Lehrberg: "The big stars either refuse to allow you to use their image or you have to get special permission to use it. A lot of

stars are very protective of their image." He pulls on his trainers. hrberg: "Another thing that springs to mind is that Michael J. Fox wears Nike shoes. We have to get separate permission from Nike and Pepsi to use their names as they're used in the

movie." He leaves through the shattered door

SCENE 12: THE PROJECT MANAGER'S OFFICE

Shuart sits alone as Karl has returned to Images and his mass of programmere. Stuart ruminates (Oo.erl) on the neet few months



We had a fairly finalised design in December. That has gone through changes and now we have something we believe is the game. But as it progresses we'll be adding to it and taking things out. It's the smaller things now that go to make the product."

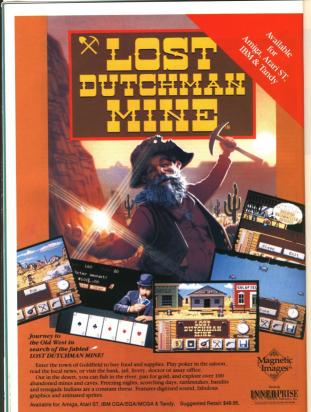
Charlie Kamalati pokes her head round the door : "The man from MCA was here and saw everything and said it was fantastic. He's coming over again to look at further developments." Her voice trembles. "Spielberg seems to like it "

She vanishes again. Stuart smiles grir ert: "It's two months since the finalised document and now we have a new finalised document so hopefully this is the one and we won't be changing it again."

The camera pulls back as Stuart stares thoughtfully at the plan. The music swells and a caption appears: 'TO BE CONTINUED...'







CRITICS' CORNER

Shelling out yet another 20 guid for a computer game, eh? And you might well be taking our advice. But what do you know about our critics? Um, naff all, basically, So who are they? And more importantly, have they ever been to Finland?



lavid Wilson: It's our brand spanking new Deputy Editor. He's no stranger to the world of computer gaming, though (he's been 'at it' for donkeys' years). Has he ever been to Finland? "No. Nobody's been to Finland. Why on earth would anyone want to go to a country where the sun sets at one o'clock in the afternoon and everyone gets drunk and then makes furniture?"



im Ponting: (Or 'the demon drummer from Hell' as we all fondly think of him.) What you won't be able to tell about Editor Tim is that he's nearly eight feet tall. We mentioned his extra inches last month, but what we didn't say is that he makes the Harlem Globetrotters look like the cast from Time Bandits. Has he ever been to Finland? "Oh", he

replied, "um, no, I haven't." We asked if he ever intended to visit this mildly ridiculous northerly landmass. "No. I hadn't exactly made any cast iron plans."



ord Paul Lakin: ZERO's resident toff - owner of a castle with vast tracts of land. Paul had a rather rigourous schooling and, as a result, has ended up totally over-educated. He knows everything there is to know about every single thing in the world. So what about Finland then? "Finland isn't actually the northernmost of the Scandinavian countries as most people believe." he told us. "Norway sticks out an extra 100 miles at the top, pipping it to the post as it were."



Ivan Hawksley: Ivan! Now there's a name and a half for you. Mind you, is the name Ivan really as 'exotic' and 'mysterious' as it sounds? Um, the answer is an emphatic "no", actually. So what's the translation of Ivan Hawksely? It's this: "The Russian Form Of John, Dweller In The Nook (Or Corner)", So, The Russian Form Of John Dweller In The Nook (Or Corner), have you any plans to visit Finland? "No". Have you ever visited Finland? "No". Don't you feel even a little curious about Finland? "No."



David 'Macca' McCandless: Not just a computer game review but also a violent criminal offender. His idea of a cash withdrawal isn't quite the same as ours. No queuing for David (and no bank account either - just a gun, a scribbled note and a stocking over the head). So, had villainous Macca any plans to jaunt merrily Finland-bound? "Have they got an extradition treaty with the UK?" he asked immediately. We

can MacDonald: The Roger Irrelevant of the computer world.

oht they probably had. "In that case I doubt if I'll ever need to go there."



You don't really get much sense out of Duncan on any subject and we weren't expecting this occasion to be any different. We asked the 'will you ever go to Finland' question anyway, and here's what he said. "Ah, Finland. Now there's a 100,000 square miles of Tundra for you. The water in the lakes is made from acid rain, you know, It's brilliant," But acidic lakes don't have any life in them we reminded him. "I know. That means you

don't get any slimy stuff stuck betwee... your toes when you go swimming". So you've been then? "Yes, I go every Summer." Blimey. "I was lying actually. ean Kelly: Sean has now joined the ranks of the ZERO Critics on a



freelance basis. So, Sean, Finland. Have you ever been? "What's Finland?" he asked. It's a country, we explained: a Scandinavian country next to Sweden, "Oh," he mused, "How would I get there then?" We explained that the North Sea crossing was a bit more sensible than heading south and going via The Cape Of Good Hope. "Why's it called the Cape Of Good Hope?" he asked. Probably something to do with old-fashioned sailors, we suggested and asked again if he'd ever been to Finland. "No" he said, "but I quite like the sound of the Cape Of Good Hope."





WHAT'S WHA

Understand the scoring system? If so then you can skip this bit, if not then for God's sake concentrate.



criteria: Gra Sound, Addies sess and

Execution will score well here. If you Overall Mark gives you an at a glance said it a thousand times... this mark is not

department gets the much sought ofter ZERO HERO award buy it'.) Separate from the other them) is the HASSLE FACTOR, Are

Each review also contains a WHAT'S WHAT box which is basically a box which

section called SHORTS which is just that: the DEJA VU section. Here you'll get

actually new at all (because they're all pilable on other formats). The PRICE IS RIGHT section is where you'll find the budget games reviewed. They only get an





ZERO 27



KNIGHTS OF THE CRYSTALLION

"This is not a game... this is a Culture!" exclaims the press release about US Gold's new cracele adventure game. With an accompanying manual the size of a traces black purporning to whick you into a whole fantasy world, who are we to disagree?! Dou'd Witison changed his name by deed goll to Spig From The Whostes Of Elfinbuttack and embarked on a reviewing quest.





A crystal. This is your quarry!

A Shorgi. Fatal to the touch, but sometimes they can actually help you out. If the crystal is on a path below you, let a horgi pick it up. Zap him when he flies over an accessible path.

Another vicious beastie which will zap one of your suit's lives.



The object of your quest! The hall where

nights Of The Crystallion, as the name suggests, is a huge quest set in a fantasy world of its own. It's a sizeable work of a similar ilk to Lord Of The Rings (but thankfully not as big) where the author has attempted to cover all aspects of life in this world and specifically in the city of Orodrid Orodrid, as a digitised voice will tell you at the beginning of the game, is 'The City Of Bones'. It was built into the skeleton of a humungous sea monster. Fach rib. as big as a tower, houses a 'Haresh' or commune of seven or so Orodrid families. The mountainous skull became the Teimit, comprising a temple in the cranium and a cavernous maze system in its buried depths

You get to play Master Adreni - now head of the Adreni family - with aspirations to become a Knight Of The Crystallion. This is a desirable position of influence in the city which entails hatching your own crystal stallion. (The Crystallion - geddit?) To achieve this. you will have to convince the city's priestly class, the Keepers, that you are a worthy subject. This involves venturing into the aforementioned maze - the four veils of the Tsimit - in search of magical crystals (formed from the fossilised brain of the sea creature). This is the main part of Knights Of The Crystallion but apart from this there are several subgames to master in order to succeed. As well as your quest you'll also have to manage your family's economic affairs. This entails setting the price of the three commodities they produce whilst bearing in mind the prices of similar goods in the Haresh. This is done by clicking on the various pointers and icons on two main screens. You will also set donations to the Tsimit and there will be random opportunities to invest in different ventures, such as establishing new markets with neighbouring villages.

When you go to the Tsimit, a keeper will lend you a Crystallion suit. This conveniently glows blue in the dark and

KNIGHTS OF THE CRYSTALLION review



the crystal eggs reside.



This section is where you handle the economic affairs of your family.

casts some light on the gloomy veils. It also has three life-saving charges which is fortunate 'cos it's a bit dangerous down there! So, armed with meaty plasma balls, down you go and start collecting crystals. There are monsters to be zapped including the pesky Shorgi - flying things that pick up crystals. Once you've got enough crystals, you can either retrace your steps and leave or you can complete the veil. Erm... I'm making this sound easy aren't I? Well, actually, it's not....



This is Bosu. Simple to play, difficult to out the scoring system. Hem. hem.

If you decide to leave, then take your crystals to the Proda in order to recharge your Crystallion suit. This involves laving them all out on the floor. In numbers they generate a charge which can be aimed at the 'Prods' in the centre of the room and then bounced upwards into the charge collector. You'll have to be rather careful of the Cripids, more crystal pilferers and also of stacking too many crystals together.

If you choose to move into the second veil on the other hand, then the keepers will give you two tests. The first is on your knowledge of the Tocanon - a collection of Orodrim verse that accompanies your game. The second is to heat them at the locals' answer to Triv, the board game Bosu. This is guite a complex single screen sub-game. Fail either test and you won't be permitted to continue, fail the first and you won't even get to keep your hard-earned little crystals! What reason is there to continue then? The fourth and final veil contains the crystal eggs from which the Crystallion is hatched

Oh, and there's also a sub-game called Dekata. This is a card game to heighten your telepathic powers and the psychic link with your unborn Crystallion - which translates to you being faced with several face down cards from

which you'll have to find the pairs. The more successful you are then the numbers on the cards will start to glow through (this represents your telepathic powers being heightened). You can't access the Deketa in the middle of the Tsimit, so you are advised to do this at the start. Once you've established this 'psychic link' with your super equine chum, you'll find he will help you out as you proceed. In the maze and also in the economic scenarios, a crystal stallion's head will appear advising the route or course of action to take. Neat, eh?

That in a nutshell(!) is Knights Of The Crystallion. Your ultimate aim is to get to the fourth veil of the Tsimit, find the Crystal eggs and hatch your Crystallion. All along the route the Keepers will be watching you and testing you before you proceed into the next stage.



Yep it's Dekata, the game of cards ere you can improve your telepat

VHAT'S WHAT (1)(1) Knights Of The

PUBLISH

	Crystallion
PUBLISHER	U.S. Gold
PRICE	£29.99
FORMAT	Amiga
RELEASED	April

Knights Of The Crystallion was written by Bill Williams. His im nd this seems to be no exception. He a geodesic dome in rural Michigan is wife and two cats called Ira Gersh nd Mona Lisa. Oh, and his wife (Mrs filliams) was responsible for the ustrations that come in the Tocanon (a book of collected Orodrim verse include the package). Spig From the Whastes f Elfinbuttock is allergic to cats.



review KNIGHTS OF THE CRYSTALLION



g Of The Whastes Of Elfin Buttock: Greetings. I am Spig and I am heavy with child. (You what!? Ed.) Er, sorry, you see Knights Of The Crystallion is such pure fantasy escapism that I had difficulty 'getting out of character', Bill Williams, the writer, has gone to great lengths to create a whole environment, providing a manual full of insights into the Orodrim way of life and an evocative soundtrack. The graphics are very colourful and detailed and the control system simple. Although

US Gold claims that the soundtrack could stand on its own as a 'concept album'(1) (erm... I don't think it'd grace my record collection) it contributes greatly to the whole package SSLE FACTOR: 0 and helps you immerse vourself

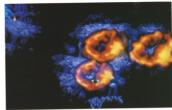
in the world of the Orodrid. The game will include an audio recording of this which apparently if played backwards(!) will provide further clues!

As I said, the game controls are simple. Everything is controlled by mouse, with you moving an eye icon (your inner eye) and clicking to initiate an action. I liked the way the game knew what you were up to; I mean the seemingly innocent Deketa section almost gets you thinking you're telepathic! Having tried to find my way around the Tsimit unaided, I was chuffed to find the Deketa paying off and a crystal stallion's head suddenly appearing to help me out.

Some of the screens in the Tsimit are completely dark and your vision is thus eerily limited to a small circle around you, illuminated by your Crystallion suit. Fortunately the Shorgis also glow in the dark. Finding your way is tricky but the computer won't let you move over an edge. If you can't reach a certain



This is the main menu screen, Featuring the Orodrid, which changes colour with the seaso



Oooo er! It's ever so dark in here! By chucking one of these glowing plasma balls I should get a rough idea of the lay of the land.



This is the fourth veil and it's very very tricky.

position, then it'll make a complaining sound. You can also illuminate your path by lobbing slow plasma balls (yep, they've got two speeds). If there's a crystal on a dark screen, then grab it and hey presto, all will be revealed.

Incidentally you can access any part of the game (except the later levels of the Tsimit of course) from the main menu screen. This means that you can practice the sub-games before you get to a stage in the game where the THE LOST VERSE

OF THE ORODRIM

* * A ZERO EXCLUSIVE * *

vered some previously blished Orodrim rhym re, exclusively for you, are

e at ZERO are pleased to

Blasting monsters of large it not half as huge as Fergie.

a, by the one tree of Odruilen, eflect and sit, d ponder on life's har as it scampers about a bit.

outcome is crucial. I found the Bosu game tricky to master even at the easiest of the four levels of difficulty but fortunately there is a tutor mode to help you and also the ability to play this separately as a two player game! Since progressing in the game will hinge upon you defeating the Keepers progressively at each level of Bosu, you'd be advised to get to grips with it.

So you see, there's a lot of depth to Knights Of The Crystallion and it's a game that will require a bit of intellect. Makes a change from all that mindless zapping, doesn't it? Anyway, that, as they say, is that. A huge involved fantasy adventure offering atmospheric graphics and sound, with gameplay intricately crafted with enthusiasm.



The third veil is a bit of a bugger too Don't take that slide!

THE VERDI

GRAPHICS



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UNDER WRIADS

DRAGON FLIGHT





Here, who turned out the lights?

Paul Lakin is always eager to please so when the editor asked him to go out and get a bottle of real German beer he flew straight to Dusseldorf. While he was there he popped into Thalion to have a look at Dragan Fliaht.



Honest, cross my heart, these guys have just had bad press!



ou're off to Dusseldorf," Tim told me. "Oh
goody gum drops," I said, "that's near
Blackpool isn't ii?" Having realised it was in
Germany I bought a guide book that told me lots of
interesting things about Dusseldorf like... it's in
Germany, What it didn't tell me was that Dusseldorf
almost is incredibly difficult to get out of.

Another thing the guide book didn't tell me was that Thalian's offices weren't in Dussided et all but in Goterablo. After a brief stay in a German Prison for assouthing a guide book! I finally arrived at Thalian's offices which beer an uncanny resemblance to a spece station. On the walls were posters of Bush and ALF. I tried to think of a dever remark to make book this but I wast't here to make dever remarks! versa fere to see Progetif' but of advertised to the state of the seed of



Let's face it, would you buy a used ring from this man?

THE SCENARIO

dventure games tend to centre around straightforward, if somewhat dangerous, quests. You know the sort of thing - kill the monster rescue the princess and sleen with her mother. (Do what? Ed.). Latterday Launcelots (coo!) might be somewhat surprised by Dragon Flight because, instead of rescuing a princess. you've got to risk life and limb to save some dragons. Dragons - veeuurch. nasty slimy things with big wings and halitosis. Rescue them? I'd sooner buy

them a one way ticket to Darlington The students at Pegana University no doubt would have reacted in much the same way, although they probably don't know where Darlington is. But their Dwarfish tutor Dambranor gave four of them a bit of a history lesson about the days when dragons had ruled the world and been wise in lore and magic. These were nice dragons, more given to flower picking and poetry recitations than frazzling knights. They even acted as a sort of UN Peace keeping force in disputes between races and supporters of the rival white and black magic. In true UN style they made a right royal balls-up of the whole thing and, after the battle of Dragons Vale, there was no magic, no dragons and precious little peace and quiet. Many think that the magic and dragons have been lost forever. Others disagree. That's where you come in.

THE QUEST

ambranor's four students consist of a dwarf, a couple of He Men and a leggy elf (actually, when I saw the game she had the body of Sam Fox and the legs of Sylvester Stallone. but it was early days). Dambranor is a strange tutor: instead of setting his students essays he sets them a quest. Together they must find out what's happened to the dragons and rediscover as much of the missing lore as possible. As if this isn't enough, they also have a number of sub-quests to solve.

All four characters are icon-controlled by one player. They can use between 40 and 50 different weapons which each have their own characteristics. It's also nossible for the characters to have a bit of a natter with anyone they meet. (Though there's no guarantee what

replies they might get.) The various problems that crop up on your quest all have more than one solution so you never make an irretriev able decision. (Except death of course.) Methods of scoring are equally diverse.

The world of Dragon Flight is a large one, as is the range of graphics. Birdseve views, first person views, battle screens and fully animated screens. You pays your money, you takes your choice... well your view anyway

BIRDSEYE MAP FINGERS

he overall view of the game is represented by a map. Movement is controlled by one sprite which represents the four adventurers above. The map will be a familiar tool to role. playing fans and readers of fantasy novels since it shows a land of castles. dungeons and the like. However your eagle-eyed reporter (that's me

What do you mean 'lost'? I gave you the A/Z ages ago. actually) noticed a

Yikes! Not such a hot idea, let's get out of here.



Being a curious little adventurer you'll eventually want to have a peep behind the mountains and that'll mean getting past the evil magician Billdock Failing that you could always try to work your way through one of the dungeons. Of course. once in there's no guarantee you'll ever find your way out again. (Much like Dusseldorf airport in fact.)

DEEP IN THE DUNGEONS

nside the dungeons you get a different perspective of things. Suddenly everything becomes all first person (i.e you see through your own eyes, though you probably wish you didn't.) If you're lucky, as you wander through the dungeons you might come across treasure boxes or fragments of map. If you're not, you might stumble into a riddle wall. In this game walls don't only have ears, they also have mouths and these mouths have a nasty tendency to ask you questions that you can't answer.

Occasionally, at the end of some corridor, you might stumble across a door. Now you wouldn't be so foolish as to

open it, would you? You would? Oh dear In the pre Stock, Aitken and Waterman days of pop, Shakey had a bit of a hit singing about what you might find behind the green door. Strangely his song never once mentioned the possibility of finding ghosts, orcs or other nasties. Faced with the sight behind the dungeon door your view changes again, along with your underwear (hem hem). In combat sequences you can see all four of the adventurers as well as all eight billion of their opponents. (This is a bit of an exaggeration actually.) Since you control all four characters, there are loads of opportunities to stab yourself in the back.



stone in the top - different stones give the staff different powers



Hmm a pinch of that, a couple of those, a quick mix and... BANG!

THE SUB QUESTS

discovered." Er... quite.

s well as the main quest there are also a number of sub-quests to be carried out. Richard Kaasmaker, who develops Thalian game concepts, claims "For a game like Dragon Flight the word 'huge' was

The sub-plots are generally viewed as a full screen graphic and involve opponents like the magician who whirls magic balls round his head (a neat trick, though painful if it goes wrong) and a troublesome ghost who's haunting a king

In fact this ghost taunts more than it terrifies and obviously attended The VIZ School Of Ghostly Manners. "Didn't he just make a certain... er gesture?" I asked



Dragon Flight has taken three years to develop and will probably take you nearly as long to complete. Compared to this, I'm sure you'll agree that waiting a month or so for it to hit the shops is nothing.



After three... Behind you!

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be ke RS. 'n, ing choking on my coffee. This comment was met by rather nervous laughter. "Yes. We're not sure yet whether to keep that section in or not." Once Thalion hears about VIZ's circulation figures well I shudder to think what the ghost will start doing.

The sub-quests are, in general, an optional extra which don't have to be completed to finish the whole adventure. However this is not true of the Unicorn rescue. After all, if a programmer has sweated blood developing a smooth-scrolling, three layer parrallax sequence, he doesn't want some idle gamesplayer thinking "Hmm I think I'll give the unicorn a miss and get on with the main stuff."

END SEQUENCE

Il good things come to an end. though adventure games take longer than most. At the end of an adventure the weary hero expects a bit of a reward, something worth fighting for In Dragon Flight this takes the form of a rather good graphic sequence; but it must be earnt. Now you could do this by battling your way through billions of levels of death destruction and mayhem. Alternatively I could show you a few etchings that I've got in my pocket. (Yikes! Ed.) But you wouldn't want me to do that would you? You would? You lot have got no sense of adventure.

TITE Dragon Flight PUBLISHED Thalian/Grandslam ST/Amiga £24.99

PC approx. £29.99 FORMAT ST/Amiga/PC



Thalion present Paul with an award for the crappiest screen shot of the 1980's eally do mean all their games, not just

really do mean off their games, not just the property of the sounds of fairly omisticus growth their sounds of fairly omisticus growth their sounds of fairly of their games of their sounds o

RELEASED





GET YOUR KIT OFF!



WIN A DAY OUT WITH WEST HAM!

OVER THE MOON Audiogenic has two brand new footie releases due to come into play at any

moment. To kick-off with there's Emlyn Hughes International Soccer, a game of two halves in which you control the players in real live matches. In Super League Manager, you play at being manager, starting with a fourth division team to manage. Succeed and you'll get a better team, fail and you'll be fired! What's more both games can be linked together so you can see your team in action. To celebrate Audiogenic has a very special prize up for grabs...

SICK AS A PARROT

Yes, you certainly will be if you're not the lucky geezer who gets to meet the

boys in blue (and claret) at an executive day out at West Ham's club. Yep, the winner and a friend (or Aunty or gran) will meet 'ver lads' at the West Ham football ground on Saturday May 5th. They'll meet manager Lou Macari and then go for a slap-up meal. After that they'll get to watch The Hammers in action in the last league match of the season against Wolverhampton Wanderers. But how do you make sure you win?



























FRANKLY BRIAN...

It's a piece of pot noodle to enter. Above you'll see six players from different teams who've been stripped of their strip. All you've got to do is match the correct face to the right coloured top. Just to get the ball rolling we've done one for you.

When you've written the correct strip against each of the footballers' names on the coupon, fill in your name and address and send the lot to: 'I'll Be As Sick As A Parret If I Don't Meet The Hammers Compo', ZERO Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ.

Remember to get your entry in by April 20th unless you want a penalty.

So 'ver lads' players.	don't get	chilly I've	matched up	the right ki	t to the right

	Alan Smith Steve Bull Dave Beasant Paul Gascoigne	
NAME		
ADDRESS		_

SWEET F.A. RULES

Anyone from Dennis, Audiogenic or West Hom cought trying to enter will be shown the red cord. Extra time will not be given for entries arriving past April 20th 1990. The referees's decision is final. [That's mel Ed.]

POSTCODE

'N HUGHES



NTERNATIONAL SOCCER

Now that he's stopped going "Eeeeeh! Ahnowit ahnowit ahnowit!! Don't tell me! Ahnowit!" on A Question Of Sport, Emlyn seems to have taken up a permanent job with Audioaenic, sponsorina just about every release it has due. Later in the

year we have the E.H. Arcade Quiz and the E.H. International Manager, No word yet on E.H: The Movie or E.H. Strip Poker. so until then, we'll have to make do with E.H. International Soccer, Sean Kelly's there at the kick off.



Another epic toe-punt is smashed into the back of the net.

s you will doubtless be aware, this issue of ZERO is a bit of a footie spesh. And, what with all the other soccery stuff, it's a tad difficult to write something just a little bit original. Still, here goes... Emlyn Hughes International Soccer is a game of two halves

(Management and Arcade), and doubtless if it scores more goals than the opposition, it's ultimately going to be the winner at the end of the day. There! Totally clicke free or what?

The management section, it has to be said, isn't the most sophisticated you're going to find. On

loading the game you will be faced with a number of drop down menus, one each for Colours, Options, Game and Display. Colours gives those footie fans who are fashion bent the chance to alter all the various colours of your team's strip, from the stripe on the socks to the

The England formation

gives the player the chance to alter absolutely squillions - well, quite a few - of the factors affecting the game. The game's duration, number of points for a win, or number of substitutes can all be altered. along with the direction the ball can be kicked.

colour of the

Options menu not surprisingly.

shirts, The

whether backheels are allowed. if automatic goalie is required, plus quite a few more. The Game menu controls most of the action and it's from here that a league or cup competition is started,

friendly game arranged and teams loaded and saved during a competition. The final menu display, allows the player to check out any forthcoming fixtures, the league

tables and other such malarkey. The league consists of eight teams and the player can choose to play just a league, just a knock out competition or both.

square dancing squad. There is also the option to play both home and away matches, which means that if both cup and league are played, a season can consist of up to... erm. 57... no, hang about, um... 17 games, I think

Once you have become the manager of a team, you are

responsible for picking the team from the squad for each match. Each time a player is used, his fitness level falls and he becomes a little less skillful. Should it reach as low as 75 percent, then you're going to get a player who wouldn't even shine in the current Manchester United squad. Obviously, over 17 matches, keeping some sort of decent team together is important. Fortunately, the manager can change the players in the team for others within the squad before any match and can then either keep a balanced team for a whole season, or save up a couple of red hot strikers at peak fitness for an important cup match.

Once all the menus have been pottered with, it's into the actual matches. This is more of an arcade game than a full management simulation so most of the work has gone into the actual gameplay section. Games are played on a horizontally scrolling pitch, as opposed to the view from above style. Once playing, there are, once again, an absolute sackful of possibilities for the player. By some clever joystick juggling the skillful wibbler will be able to do lobs, chips, diving headers and dribbling

Has Audiogenic got another winner on its hands? Linesmen at the ready, refs bald spot a-glinting in the sun, coins tossed, ends chosen, whistle blown and... kick off!

Emlyn Hughes International Soccer PURUSHER Audiogenic €19.95 ST/Amiga

RELEASED Out now

EMLYN HUGHES INTERNATIONAL SOCCER review



egn: Emlyn eh? Now there's a man and a half and no mistake. Not content with playing for Liverpool all those years, he's now entered his second career, appearing on strange sporty-type guiz shows and billions of computer games. He even writes a regular column for some footballey-type mag called Match by all accounts, but you can't trust anyone who

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al

er.

ers

t the

writes in a magazine if you ask me. Because of the heaps of accolades dumped onto Anco's Kick Off, it's difficult to review any other football arcade game without carrying out some sort of



Over 'ere, pass the ball to me. No, me me me me me me me me me!

comparison. Kick Off is primarily an arcade game with a footballing slant, whereas Emlyn is a football game with an arcade slant. Got that? What I mean is, Kick Off is a great arcade game, but it's almost like Speedball on a bigger pitch. Emlyn, however, is first and foremost an attempt to get a realistic game of football squeezed into a computer game, with enough playability to keep the football fanatic and arcade freak happy. It has, for the most part succeeded.

The management section is, in reality, just a series of options to enhance the playability of the arcade game and those looking for a straighforward soccer strategy game had better pass it over. All the footie fans looking for a pretty hot football arcade game, however, could do



Dirty Brazilians! I'll never listen to another Carmen Miranda record again.

a lot worse than Emlyn.

The most striking thing about Emlyn is the sound. During a game, the sound effects and crowd noises never let up for a moment and the crowd noises in particular are absolutely brilliant. There are some fantastic cheers and chants and even the weird 'ooooOOOOH!!' as the goalie goes to take a kick. They really add an absolutely brilliant atmosphere to the game and are quite simply the best and most accurate I have ever heard on any footie game.

On the gameplay front, Emlyn is totally fab. Just about every type of pass, kick tackle and head can be acheived with a bit of effort. It's not just the huge range of moves that makes the game a it but because it actually plays pretty much like a game of football should. Attacking involves keeping the ball moving, dribbling, passing and ultimately a good shot. Defending similarly can involve tackling. intercepting or even fouling. Although there are a hell of a lot of skills to master. all of them are accesible from the joystick. It takes a fair chunk of practice to get the hang of even the basic stuff like passing accurately but it's well worth the perseverance. In this respect the game bears comparison with a simulation. Actually managing to score a goal is infinitely more satisfying than in some games, as it takes a lot more thought and skillful action

The graphics are pretty excellent as well. The figures, particularly the goalies. are big and well animated. The scrolling is smooth and the crowd is good and

bouncily crowd-like. if you know what I

It's not perfect. however, and a counte of tiny niggles let the game down. When a player is tapping the ball forward, for example. it's possible to lose the ball to a player who suddenly annears on the

would've helped prevent this, but you can't have everything I suppose. Again, it's sometimes possible for one of your own players to 'assist' by taking the

solutely no reason whatsoever. This slows down any

particular move, either defensive or attacking, and is a pain rather than a positive fault. All in all football fans looking for an accurate arcadey football game could do a lot worse. Emlyn is absolutely brilliant there's no mistake about it. It just falls short of the ZERO HERO because of the little niggles, but don't let that dissuade

screen. A Kick Off style radar jobbie

ball off you for ab-

you from buying it. As a 'proper' game of footie, it's probably the best around

. 60 • 80 • 100 tball onto a computer. A start for Audiocenic in





AYER MANAGER

Paul Lakin had this little problem with Kick Off. He was crap at it. Even the office cat beat him 3-0. Giving him a sporting chance to redeem his honour. we locked him in overnight for a heavy sesh with Anco's new Player Manager...



The tactics sreen showing Paul's controversial nine man defence.

n the beginning there was Kick Off. And lo! The world was mightily impressed and showered awards on the programmer, Dino Dini. Then there came Extra Time; and the world said "Hmm, that's pretty good too." On the seventh day Dino decided it was about time he did another program and, after considering doing a 129 level advanced flight sim graphic adventure, decided he'd make it a footie game.

Player Manager sets you up as the. erm... player manager of a third division club. After a glory filled international career, you're being put out to grass. Now you must use your skills on and off the field to drag Accrington Stanley into the bright lights and big gates of the first division. Failing that there's always the FA Cup and failing that... well, there's always the fourth division.

After choosing the name of your team and whether to play as a team or an individual, it's time to tighten your shin pads and let hattle commence

THE SQUAD

These are the boys who on the day have everything to play for. The squad screen shows players' names, positions (goal, defence, midfield, forward) and also useful nuggets of information like if they've been banned, injured or have appeared on Top Of The Pops in a Concept Man jumper.



The football team or, in this case, Bolton.

40 ZERO

By clicking on a player you get more info about his career, ability and state of mind. You'll be able to assess a player's aggression, pace and morale as well as checking more specific skills like

tackling, shooting and passing. If you don't like what you see in this section then you can choose to boot a player onto the transfer market - or even just sell him as dog food. (That's race horses Ed I

THE LEAGUE



The Fourth Division... er table. Nice to see Cambridge United still there. As well as fixtures and results, this section shows your league position and so can make for depressing reading. Ah

well, if you're not doing too well in the league it's probably because you're concentrating on your cup run

THE CUP Oh, the magic of the cup. The romance

of your position as potential giant killers. Imagine the excitement as you line up against Liverpool in the finals. Better still, imagine how you're going to explain to the directors that you were knocked out in the first round by Rotherham.

THE CILIB

As well as containing the club's financial details, this section is where you read the dreaded management assessment The Board of Directors take a lot of pleasing. They want blood and if you're not careful they'll have yours. This is

also the place where the club records are kept (Including a rather prized copy of the White Horses theme tune) so you can spend a mellow moment musing on past glories. Alternatively you can offer your resignation and go down the pub with the lade

THE COACH

Okay, okay, let's get all those old National Express jokes out of our systems straight away. This is coach as in Don 'Negative' Howe not as in four



Wilson is an all rounder, equally inept at a range of footballing skills.

wheeled form of public transport. Here is your chance to assess team morale. give the players a break or better still a bit of extra training. (Heh heh heh.) It's also possible to retrain players to

play in different positions and even discover their hidden potential. Perhaps the reason that your goalie was so dismal was because secretly, in his heart of hearts, he's been a centre forward all along. Then again may be he's just crap.

TRANSFERS

Basically a form of window shopping. this is where you dream about the sort of team you'd have if only you had any money. By selecting a position (goalkeeper for example) and price range you can see what's on offer. If a player takes your fancy (lovie) then you can put in a bid and have a bit of a haggle. Spend £500,000 on a player, then realise he knows as much about scoring as he does about Macrame

TACTICS

The tactics section is where you get to develop set pieces and exciting new formations. You're presented with a 'map' of the pitch with numbers representing the players. You can either load an old strategy and refine it or start a brand new one As well as set nieces and the like, this

is also your chance to develop an imaginative alternative to the boring old 4-2-4 or 4-4-2 formations. Try lining the entire team up along the goal line and hone you can score on the break. It won't work but it'll probably guarantee you a job with Arsenal next season.

MATCH DAY



The big day for Lakin and veteran No.9 Johnny Morris.

By now you've probably had enough of icon clicking so hurry your way through the team selection and you'll be ready for the kick off. (Ho ho. Very punny. Ed.)

There are three ways of getting through the big day. If you can't bear the tension of playing a match, you can either go straight to the result or watch it at high speed. If you choose to play then you'll find yourself in a refined version of Kick Off. One important refinement is that the screen now displays the name of the player on the ball. This way you can identify the good, the bad and the ungainly in your team

The proper way to play the match is to allow the computer to control your team while you just control your own player. However, if you fancy yourself as a bit of a Kick Off star (like a few people in this office) then you can control the whole team. This method also saves you the embarrassing spectacle of the player manager puffing and panting round the pitch three paces behind the action.

Whichever method you choose, remember, it's a game of two halves but on the day the team which scores most goals... wins.

WHAT'S WHAT				
TITLE	Player Manager			
PUBLISHER	Anco			
PRICE	£19.95			
FORMAT	ST/Amiga			
RELEASED	Out now			



aul: Oh! Give me the drizzle of a cold Saturday afternoon, the roar of the crowd and the dull thud of boot on nin skin! Failing that give me

Kick Off. Or in this case, Player Manager At first plance PM seems to be a bit of a goody. Alright, so it takes ages to load (I got through three levels of Cabal while I was waiting... honest) but once it's up and running it was fairly gripping stuff. The range of sections and decisions was matched by the simplicity of the gamenlay. This was fortunate, seeing as the instuction book ranged from vague

to downright misleading I suppose if Kick Off had a fault perish the thought - it was that it wasn't very interesting graphically. Player Manager takes this fault and trebles it. Frankly I've seen livelier graphics in a text adventure. The list of players also lacks something in the imagination department, I seemed to spend most of my time fielding teams of brothers, with two Bells, two Aldcocks and a couple of Fairweathers, It's extremely like Noah's

Perhaps you shouldn't expect great graphics from a strategy section provided that it's genuine strategy that influences the course of the game. To test this, I tried a couple of Duncanesque experiments. For a crunch match against Preston. I put my goal keeper at centre forward, my reserve keeper on the wing, the centre forward in goal... well I think you get the idea. The result was one of my finest victories of the season, comparable with the time when I played a 9-0-1 formation and won four nil. All this made rather a nonsense of

the tactics and training sections. Perhaps the most disturbing feature though is that Player Manager contains



Cup glory beckons and Cambridge United's ndance sours to 35.

more bugs than Baldrick's mattress. During six hours of play, it crashed three times and

ASSLE FACTOR: 4

locked up twice. (The game not the mattress.) Far more seriously, it wouldn't let me pick any substitutes for one match and it was my turn to be sub. I had to be led from the room weeping "It's not fair I want to play!"

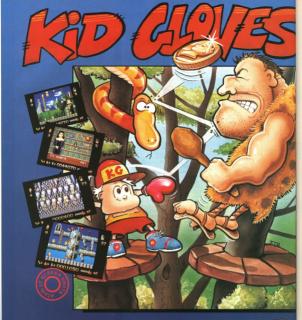
Player Manager is a highly addictive game with loads of potential. Unfortunately it also has a couple of fairly major flaws that stand between it and Kick Off type greatness.

- . 40 . 60





A bad moment to discover that you forgot to pick a goalkeeper.



Somewhere deep in the heart of the Amazonian jungle there beats a drum. Softly at first and then user, the insistent beating awakens our hero, Mid. from a deep sleep. Last thing he can remember he was pulling an old pair of boaring gloves he of burned in his uncles study—now, here he is, surrounded by trees and risking parrots. There's something we'nd going on round here. Of the soft is something we'nd going on round here. Of the soft is something we'nd going on round here. Of the soft is something we'nd going on round here. Of the soft is something we'nd the soft is something with the soft is something with

Collectables on every screen, including food, cash, keys, extra lives and smartbombs 4 different weapons to buy as you can afford them, including mega laser and the death star.

Is - use with care! Sampled sounds, great graphics and frantic gameplay

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MANCHES UNITED



Here we go (here we go, here we go) with another of the many football games you can expect to see this year. Why has every one gone football crazy? Well, it's World Cup year innit! Here's the latest, it's the officially licensed Manchester United game from Krisalis. We briefed David Wilson to see what he could 'score' for us on the 'Red Devils'.

s you saw in last month's preview, Manchester United is Krysalis' first venture into the funny old game' of football. Footie ames are very big business and in the past have come in one of two formats. There's been the arcade ne á la Anco's Kick Off and Match Day 2, and the management type game such as the seminal Football Manager and Anco's new title Player Manager (reviewed on page 40 in this very ish.) Now things are changing, with two attempts bei made to combine elements of both. Emlyn's Hughes International Soccer from Audiogenic, and Krysalis' Manchester United.

"Why Man United?' I hear you ask, "What with them being so ... er... crap at the moment!?" Well, there are two reasons: firstly, Manchester United are reputed to have the largest following of any English club, After the Munich tragedy, when most of Man Utd's '57/58 season first team were killed in an air crash, the British public took the team to their hearts. When Matt Busby took a team consisting largely of unproven youngsters through to the 1958 FA Cup final something

this time, the 'done thing' was to support your 'home side'. (If you lived in Newcastle you supported Newcastle United, if you lived in Cardiff you supported Cardiff City, and if you lived in Bolton you were very sad indeed). The emotion provoked by the Man Utd tragedy gained the team new supporters throughout the country and lead for the first time to people being fans of teams other than the 'home' side. (What about the second reason?

completely new came about. Until

Ed), Er... Oh yes. The second reason was that when the licence was secured some six months ago, the Red Devils were actually doing very well (hem hem).

Manchester United PUBLISHER Krisalis

RELEASED

ST £19.95 Amigg/PC £24.95 ST/Amigg/PC

Out now

ledge about football is about as comprehensive as Jan Leeming's ideas on the internal combustion engine In fact, when the Ed told me to get the low down on the 'Red Devils'. I'd already undergone six months of intensive training with the Royal Airforce parachute display team of the

avid: Blimey! Er... my know

same name before HASSLE FACTOR: I realised he was referring via popular moniker to Manchester United! You try telling

a bristling Sergeant Major on a Hercules C-130 transport aircraft at 15,000 feet that it's all been a terrible mistake and could you possibly 'sit' this one out

Anyway, safely back on Terra Firma. Man United is one of the most user friendly footie games I've ever seen. As well as providing the option of several



Throw-ins are computer controlled, you position the receiving player and the computer figures out where you re and throws the ball to your feet.

different languages, you can even change the keyboard configuration to suit foreign keyboards. People who say things like 'Zut Alors' and 'Donner und Himmel' use different letters more commonly than we do. That's why the letters on their keyboards are laid out differently. (This is also why you'd be ill advised to take them on at Scrabble). You can preset skill levels over each of

the categories e.g. Midfield or Defence and (something new here) you can also alter the skill levels of your computerised

review MANCHESTER UNITED



opponents! Remember in the past how tough computerised opposition could be? Well, if you

on't fancy your chances, here's an opportunity to make them really useless! Alternatively, if you're a bit of a genius (masochist) you can reduce your players skill level by 50%. This in effect cuts all your teams factors in half, i.e. they are half as fit, move half as slowly and are half as accurate at passing etc. Furthermore, you can opt to switch off

Furthermore, you can opt to switch off the arcade bit, or switch off the strategy bit. And(!) if you don't want to physically play the arcade sequences, you can sit back and let the computer play for you based upon the variables that you've altered. (You could even go and make a cup of tea, and come back and take over from the computer half way through!)

The management game is the usual icon-driven affair, where you start with a certain amount of cash and the existing Man Utd. team (all represented quite nicely by digitised pics of the lads). Each match you play will bring in more cash,



Here's the clipboard on Jim Leighton showing all his requisite skills. You can improve these by training.





"I don't think Alex Ferguson's got a fat bottom at all."

"That's the other 'Fergie', you slot!"

players from the transfer market as well as bidding for players not on the market and securing for new talent. Each player have a sub-standing for prev talent. Each player have values for several factors including handling, tactics, positioning etc. and can be improved by training. They can also decrease with neglect! Training can be ignificant each of the players with the players with the players and the players. When the players were players, You can also lose players through suspension!

Examine the league table and the

and this can be used to buy and sell

computer will give you your fixture list, including the FA Cup games. Your progress is shown in the form of the headlines in the Daily Sport (No not that "Sport" so don't expect to read the likes of "Man Utd Star Rogered My Hamster".) Here you'll see a synopsis on the state of play, as well as the league table top three.

Right, you've got your team, you've trained them to the peak of physical perfection (well, almost) and you're going into your first match. As you'll see from the screenshots, the game is viewed from the side-on, slightly above ground level, viewpoint and what a lot of detail there is here! Loads of K has been devoted to rendering the stadium, the crowd, even the ref and linesmen in loverly colourful detail! The player sprites are nicely detailed and gameplay is actually pretty fast. As is common in this type of game, the player you control is the one nearest the hall. If the opponent has the ball and you're speeding along at his heels, then by releasing the joystick, the computer will designate the next player for your control. Although there's no meter on screen, the power of the kick is determined by the length of time you hold down the fire button, and direction of kick by direction the joystick is pushed. If the ball passes a player at head height then

Clive Allen slips in number two during Saurs' 4-0 drubbing of United. Hurrahl



Gerrof! I never touched him, rof! This sort of behaviour could result in the fateful red or yellow card. Oh, and you'll also concede free kicks or

he'll head it to his feet, or if he's in the goal mouth, at the goal. Oh, and pressing fire when you challenge an opponent initiates a sliding tackle. Your goal keeper is computer-controlled during normal play (so train him well), but for penalties you can opt to control him.

If you manage to score, then spart from the crowd giving a hearty cheer, you'll be treated to one of five digitised black and white goal scoring sequences meat and that's it really. If anyone out there is familiar with the formative March Day's from Ocean, the arcade footie agame that set the standard footie agame that set the standard footie agame that set the standard footie area of the standard footies are standard footies are standard footies area of the standard footies are stand

THE VERDICT

G GRAPHICS 88

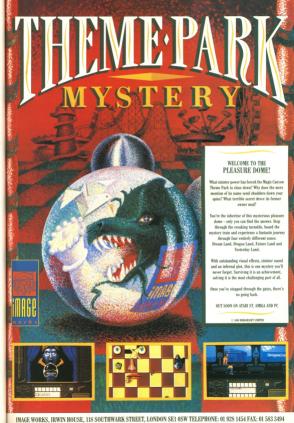
S SOUND 75

A ADDICTIVENESS 8

EXECUTION 88

huge footie game mbining arcade action and anagement strategy. A izard performance from the mble fingered Tegue team.

88



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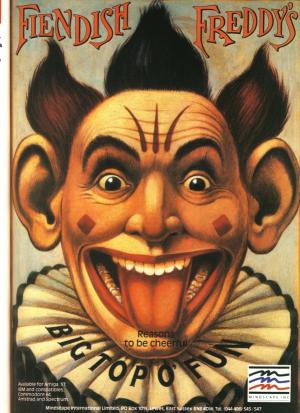












Duncan MacDonald and Paul Lakin are a couple of idle beggars. While we serious, respectable iournos were slavina away over red-hot word processors, they skived off to Cambridge. While there, they met a man in a pub who offered to show them his software, Ooo-er.

Every now and then while dodging

flames and some rather violent Brownies you come across a shop. Being a victim of eighties consumerism, you'll be unable to resist the temptation to go in and 'wack it on the plastic



- Magic: In Kid Gloves magic is a funny thing, useful but random. Casting a spell might save you by turning flames into oranges or opening a door at a crucial moment, However, you can't choose which spell you're going to cast. What good are oranges when you're trying to open a door? Extra Lives: Well an extra life is always useful, but these things don't come cheap. Far better to pick them
- up along the way. Keys: Erm... ditto Smart Bombs: Where would you be without these little babies? They kill everything on screen and so are essential equipment for the embarrassingly inaccurate.
- Weapons: Power costs, killing power more so. You pays your money you takes your choice... well, your laser Token Floosey: Don't get any big
- ideas, you'd barely be able to reach her ankles.

GLOVES



1967; All you need is love but a couple more smart bombs wouldn't go amiss.

im Closs is easily influenced by media stars. After seeing Macca's photo in issue one of ZERO, he went out and got his hair cut in the same style. Much like his hero, he soon realised this was a mistake and had to lock himself away for three months while he grew it out. To pass the time he wrote Kid Gloves, a fifty level platform game.

Actually that's a complete lie. (I'd never have guessed. Ed.) Well maybe not a complete lie; Tim does have a David McCandless haircut and Kid Gloves did take three or four months to develop. So the only lie was that Tim bought a copy of ZERO. Tim Closs has never bought a copy of ZERO, (The clot. Ed.)

For what it's worth, the plot of Kid Gloves is this. While going through your uncle's attic you find (along with his unrivalled collection of Swedish porn) a large pair of gloves which – of course – you put on. This is not a wise move as you are immediately transported back through time. And you spend the next fifty levels trying to get home before your Poll Tax Form arrives.

There are five different time zones to get through - Faraway Forest (well okay, that's not strictly speaking a time zone), Ancient Egypt, Ice Age, Industrial Revolution and, erm... West Coast 1967. A weird but imaginative choice of subjects for a weird but imaginative

Each era has a detailed backdrop as well as relevant monsters. 1967 is, to coin a phrase, 'a stunna'. As if houncing Yogis weren't bad enough, action seems to take place across someone's Paisley tie, littered with hearts and Beatles drum kits. It ought to carry a warning for

enilentics and faded hippies.

As you tootle around each level you can collect food, in the form of oranges and ice creams. (There'll be oset tummies by bedtime. Ed.) There's also money and keys scattered around, though true to platform game tradition they're never around when you need them. But in other ways this is a user friendly game. When you die you only go back to the beginning of a screen, not the beginning of the game. Better still, if you're in one of those "Oh dear, why didn't I pick up that key earlier on?" situations, you can hit the Backspace button, blip back a few screens and try again. As the prompt says: "Thank you Albert."

TITLE	Kid Gloves
UBLISHER	Logotron
PRICE	£24.99
FORMAT	ST/Amiga
	0

48 ZERO



quiz If there's one thing I hate more than platform games, it's cutesy platform games. Babies in nappies fighting dwarves armed with candy yeuch This makes it rather difficult to explain why I think that Kirl

Gloves is on the fabbo side of brill. Perhaps the best thing about the game is its look. The different time zones drip with imagination and humour Most obviously striking is the psychedelic maybem of the sixties screens but my section. Here pistons and cogs grind. spin and generally make life a misery -

and a dangerous misery at that. However it takes more than one swallow to make a summer and more than a few backdrops to make a game. There are no swallows in Kid Gloves but a lot more than just backdrops. Each era has its own specific nasties as well as the regulars, making the

ls if

Fa

k up you screen full of action but not impossibly impassable. But this is no time

to hang around admiring the animation. Hesitate too long and a succession of large eyeballs start homing in on you; and they're not after a butterfly kiss either. In Kid Gloves looks can kill -

unless you kill them first of course. To destroy eyes, killer penguins and marauding mechanics, the Kid has a choice of weapons - provided be can afford them. For me though, the bouncing pennies that you start with are the best. Okay so they're cutsie but

bounce back off walls. Faced with a load of baddies, just keep firing. If you miss first time, you've always got a chance with the rehound. This is a very useful feature for those of us who are not so

Although ammunition is unlimited. I did find the firing a bit inconsistant. like erm... it occasionally stopped working at crucial moments. This was only for a heartbeat or two but that was plenty of time in which to be munched by a penguin. This is one of my few pingles

with a game that in general plays well My only serious criticism of Kid Gloves is the fact that it uses flip screens. I seem to witter on about this in every second review but it's a pain when the action takes place on the edge of a screen. I could go on for hours about a

problem I had in Ancient Egypt That apart. Kid Gloves is a sharply put together game. It's one of the few platform games that I've felt drawn back to play again and again and again and...(Don't labour the point Ed.)

they're flippin' useful too because they much crackshots as crapshots

unc: This was an ideal game for me because my Uncle was an explorer and when I was in his attic I found this large stuffed anteater

and...(You know what happens to little boys who tell lies, Ed.) Kid Gloves? Berlimey! They look more like boxing gloves to me and we all know why people wear

those. I wore mine

to play Kid Gloves

Perhaps that's why I never got very far.

Once I took the gloves off, I got to see a bit more of the game and by gad it's a goody. The graphics are slick and colourful and as a special bonus for Amiga players it's got shadows too. On some screens they're cast by rocks and blocks and look a weeny bit silly but when it's Kid Gloves himself who's doing the casting then they're really rather good. The sound was biffo too, with crisp effects and the sort of music that ones with panto baddies.

The slick action and the spook screens make Kid Gloves a bit of a winner. In fact, I like it so much that when I've completed all fifty levels, I'm going to turn round and do the whole thing in reverse while wearing asbestos oven gloves.



20 . 40 . 60 . 80 . 100



\$1,0001700 00030 18 Egypt; Hmm... wonder what'll happen

if I give this pillar a tiny shove.

GRAPHICS

ADDICTIVENESS

. 20 . 40 . 60 . 80 . 100

Clean cut, colourful fun for all







Industrial Rev; Aha, this seems to be an early prototype of the mechanical bra.

CABAL

The Easter bunny has come early this year. And this time round he ain't bringing choccy eggs. This is Psycho Rabbit: he's mean, he's meaty and he's carrying a grenade launcher...



abel noun 'a serret plot, esp. Op

abal, noun, 'a secret pior, espa political one'. Kerblimey! So that's what it's all about! A political strategy game. And to think I took it for just another aim-yourgun-at-their-gonads arcade conversion.

Seeing as it's all about political intrigue, we asked Manuel Escudamento of Chile, a 'top politic analyst', what he thought of the

Especial' in two player mode. A thinkful strategame." Erm... thankyot Manuel. I think we'd better check it out for ourselves.

ourselves.

After playing it for tw pico-seconds, the bubble burst. Why didn't anyon the lines of

ppo Wolf? Basically, your task is to oot everything. Grunts, tanks, slightly by the state of the state of the ep), red cross stretcher bearers, the t, It's all very simple, even for a

Inhean political analysis, you snotch as you begin a stupe, you man when you want to be a sound to b

the seed is not any owner.

The seed is not any owner, the seed of the scenery. This renders the opposition 'sithing ducks' and often drops goodles to your baseline. Yummy, a super-duper machine gun. Ooch look! Grenades! Just what the international arms dealer ordered.

In two player mode, the tun is doubled as it's a case of scrambling for the power-ups. Unfortunately cosperation is the name of the game, since you can't shoot your partner. shame. ("Mierdo!" Manuel.)

WHA

TITLE Cabal
PUBLISHER Ocean

ST £19.99 Amiga £24.99

FORMAT ST/Amiga





Tim: Underpants. Check. Combat fatigues. Check. Extremely large submachine gun to wave threateningly at people who don't

understand plain English spoken in a raised voice. Check. Large bottle of nail varnish remover. Check. Brain. Check. On second thoughts, I might as well leave that in the jar.

You really can't get much simpler than Cabal: Shoot everything, don't get shot yourself. But there are two aspects of the game that make it a challenge. First of all you have to work out what to shoot up to get power-ups and when is the best moment to do it. And secondly, the controls are, erm. bleedin't difficult to master, particularly when you are, moving down grunts contentedly with your 9mm Liz when all of a sudden one pops up in front of you. Quick, sights



Tim and Tim of "We've got a high velocity water-cooled machine gun and we're going to use it" rehearse their new dance routine.

down to blast him. Oh dear, there go my last two grenades. The problem is, you can't move your sights down and fire at the same time, because that's the mechanism for launching grenades. You get the hang of it eventually but on higher levels it can

prove fatal.

To help you on your way is the enemy. Eh? Yep, you've got it. They're depressingly stupid.

But it's not easy simply because there are so many of them One slip of the joystick and all that aftershave you bought for the aftermassacre party is history.

The graphics and sound aren't particularly inspiring but it hardly matters. You're not exactly wandering about looking at the daisies and listening to the sound of gentle, soothing distant gunfire. If you've homicidal tendencies and bought Op Wolf, T'Bolf et al then Cabal could well tickle your trigger finger









it. Oh, there's a machine gun, Pthink FII stand up and get shot.

MARINES They worbble about like a staned fast

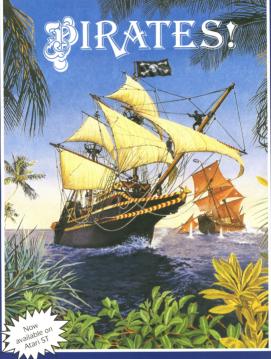
owler and chuck stick grenades.

ANKS Dwarf annoving Posy snipe

TRUCKS Loads of points and don't shoot be
HELICOPTERS Armed with machine guns to

PLANES Drop three bombs which grow into sweet linte silver birch trees. (No filey don't. Ed.)
THE SITTING DUCKS (STRETCHER BEARERS)
Shoot them, collect the oddles of grenode power.

<u>WE'RE FIT, WE'RE ALIVE, BUT...</u>



MICRO PROSE

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The mailbag was absolutely stuffed full this month. In case you haven't cottoned on vet, this is the dead serious letters page where we discuss matters of international politics and why the perforations on loo rolls are so inconsistent. If you want to air your views in public, write to the Ed at the ZERO address and he'll use them to make origami mynah birds. Oh, and he might read them first.

PROBLEM CITY First of all congratulations on a superb

magazine and detailed content After reading the January issue and your excellent review of Sim City I purchased a copy from a mail order firm. agree with everything you said about the game. I find it very addictive indeed. I have only one problem after spending all day building a city. I go to save the city. bring down the file saving screen but

after that I'm lost. The handbook gives a detailed picture for the PC version but not for the Amiga. I haven't had the Amiga long as I've changed up from a Commodore C64. I can manage to save games on other disks I've got but this game has baffled me. I would be grateful if you could

explain to me how you master this. I promise to buy your magazine for ever. Keep up the good work.

Simon Smith, Salisbury, Wilts.

No probs peeps. When the save city screen comes down, insert your blank formatted disk (which you prepare initially using the Amiga Workbench Disk). Click on its name when it appears in the 'Volume' box, then move your cursor down to 'File' and type in the city name under which you want to save the game. Then click 'OK' and Bob's your fourth cousin once removed due to an embarrassing personal problem. Ed.

MORE MIG MATTERS

Lagree with the letter from Mike Lenkell of Taunton in the February issue. The review is wrong. In Interceptor, the MIGs don't just stay as dots on the horizon. I've had two MIGs sitting on my tail at about 200 yards or so away.

Even better, a MIG has done a low flight over an airfield and I shot it. It skidded to a halt (undercarriage still up) on the grass I landed and parked my F18 right next to the MIG, revealing the pilot's head. The shape of the plane is rather like the F16 but with delta wings.

Darren Bradnick, Walkern, Herts.

We held a seance to check up on this with Rinky 'Annal Winne' Barkmann, Hie reply (delivered by means of scrabble tiles drawn at random from the box) was this: "Commie came down goofy, pulled a wobbly on the old terra firms and Bradders parked his kite next to the blighter. Could see the reds of his eyes. His name is Ivan 'Bear Chest' Rudenko. lives next door to me up here above and he's awfully squiffy about the whole affair. KGB not very amused either. Absolutely corking good show clipping Red Devil like that." Ed.

CONDOM CAPERS

I have a problem. I think my computer has caught a virus. Would you please tell me if I can catch it as it is very hard to nlay games with a condom stretched over your joystick. Also I noticed that you haven't reviewed the incredibly original game Galax lans in which you play a spaceship that has to shoot other spaceships. The music is by the Spectrum Musicians and features real bleeps. Anyway, got to sign off now as my brother has just attacked my omputer with a screwdriver

Rory Cooper, Barnsley, West Yorks,

It's probably just another obscure tropical disease, don't worry about it. I've got several. But get this - a handy tip for Galax lans: if you press 'CON DOM' (with space) while holding down the HELP key it gives you immunity. So much simpler than messing about with those fiddly rubber doobries. Ed.

BOORING LETTER

I have never felt the compulsion to write to a magazine specifically to praise it but I think you've excelled yourselves in producing the best product in a

How do you do it? I buy ACE and The One every month and neither comes close in terms of entertainment or value. Humour is evident in every part of the mag. I'm well impressed and with regard to 'the idiom of boor' - it's well worf

emulatin'. Bloody marvellous, keep up the good work. P.S. I'm 22, articulate and graduate in

Jason Brookes, Lymm, Cheshire,

Loads of people seem to have written in praising 'the idiom of boor'. Funnily enough, most of the letters were too rude to print. Anyway, I'm sure you'll all be pleased to know that we're planning to get really vulgar as well as boorish as soon as we've completed the mail order course 'Journalism the Sun way, Worra stunna!'. Ed.

I'm afraid that we only employ people who can snell 'worth' Black Shane Look I'm the one who wears the 'Ed' hadge round here Shanie Fd. I hate it when you call me that Shanie-

THE FLOWER ARRANGING BIT Concerning your Yikes! interviews What a load of rubbish, Imagine



interviewing the likes of Jeremy Beadle, Bungle the Bear and Bob 'Bob' Holness in a computer magazine! I've never heard of such a thing. I suspect the closest Bungle's ever been to a computer was when he was doing the interview (ie. about 400 miles). What rot. I suggest you scrap the idea and swop it with something of more relevance like, say, 'flower arranging on a budget'. I myself have a great interest in computers and (like a lot of other readers) in

flower arranging on a fixed income and would find such a section invaluable. If you can't do this, then for blimey's sake interview someone example. It is well known that after a rousing nothing Thora likes more than a blast on her favourite shoot 'em up.

Justin Mason, Ryde, Isle Of Wight.

You must be clairvoyant - we're at present considering dropping game reviews in favour of a flower arranging section. Oh, and a bit of 'inside' information from ITV: watch out for Jem Beadle's wacky japes in the next series when he blows up Thora Hird's house to make way for a nuclear waste processing plant. Ed.

YOU'VE REEN 'AD I was just wondering why an ad for The

Lost Patrol has been on the back cover for both issues 2 and 3? Are they paying change it for Rainbow Pyjamas or something interesting like a Fresian cow

in the shape of a steak and kidney pie! I've already got the game - a brillo one at that - so please get rid of the ad before someone else says "have you

seen that ad for Lost Patrol yet?" Keith, West Yorkshire,

Crikey, you must be upset. Still, I'm glad you like the game, particularly since at the time of writing it's not due out for a month or so... Ed.

e a ZERO T-si



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For example: if you think cartoon A is probably Gorby's convenience then write Gorbachev against A on the coupon. Don't forget to fill in your name and address too.

HOW TO ENTER

Cut the coupon out, or use a photocopy and send it to I've Got An Air Bubble In My U Bend Compo, ZERO Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And remember to get your entries in by April 30th

RULES

c. VAT

 Employees of Empire or Dennis Oneshots caught entering will have their ball cocks tweaked.
 Entries received after 30th April 1990 will be used as toilet paper.
 Don't mess with the Ed – bog off!

nd sets the scene. A hover car ng on his sunglas plides to a halt, p s...The Domes, Ti ne cities. You start in the cen Each dome is a huge flatplan latforms, corridors and ladd linked with tunnels, ante-roo

review



and elevators. And the whole p re inch, is chock-a

complex, and the cities are even bigger

David McCandless crosses laser rifles with Robbie the Robot and learns that you should never trust a cybora with an extremely large powerful laser rifle pointed at your head...





Macca: There's more to Stryx than meets the eye. What meets the eye in fact are lots of small, multicoloured sprites. huge, rambling levels and an incessant

outpouring of aliens, robots, security guns, assassins and cyborgs. And they all want to blow you off the planet. But behind all that arcade stuff is a meaty backdrop of strategy and puzzlings. A cunning combination of thought and reflex is needed to bypass most major conflicts, and the instructions mention a puzzle subgame, although I have yet to discover it. (In other words you're a

shandy drinker - Ed.) The graphics are great - but small. However, as we all know (and as my psycho-analyst will tell you) "size is not important" and no more so than in Stryx. Okay, so in a pint-glass of pixels most of the game's characters will only

fill up 3 cc's, but they compensate by being exquisitely animated and brilliant to watch. Stryx himself tumbles through a whole dictionary of animated moves: flying kicks, sommersaults, falling aiming his gun, crouching and riding a hoverbike. Loads

The in-game sound is fairly basic and functional. The clickety-click of Stryx's footsteps, the bangety-bang of his gun, the rumbly-thundery of the explosions, vroom of the

hoverbike... (Yes. we get the message – Ed.) Game-play wise, Stryx plays very much like the old platform-

and-ladders type scenarios - lots of trundling about, leaping gaps and dodging nasties. However, the weapons, the huge levels and the sub-games all make it more professional and playable. The qualm I really have about the

BLISHER Psygnosis PRICE £19.95 FORMAT ST/Amiga





st a

ough

x's gun,

ons. le (Yes, Ed.) υγ

plays

rable.

like

gameplay is the toughness of Stryx himself. It all wouldn't be so bad if he was a bit of a poetry-writer and was shredded by the first shot from a robot's gun. Oh no. It's like a flippin' Stryx-inthe-Box! Another slight gripe I have is the lack of a 'save game' feature; the game is so immense it must be nearly impossible to complete it in one sitting. It can be pretty frustrating when you die and the old 'go back to the start' cliché rears its ugly head.

So there's a certain trail-and-error element to the game, as well as a certain arcade-action element and a certain arcade-adventure element, alongside a certain fire-button-pressing element too. In fact you could probably affix several labels onto Stryx - without being cynical - but the one that sticks the best is 'Real Good Fun'.



A Alas poor Yorick... er... I knew him... er... oh well bang goes the R.S.C audition.

THE VERDICT

ADDICTIVENESS

THE HERO







THE ENEMY









ZERO 57

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It's bootiful! Tender, lean turkey breast all the way from Norfolk. Puts hairs on your chest so you better buy a T-shirt. Available from all major supermarkets and Bernard Matthews!



ï

C4 95

THE PRICE IS RIGHT

Blimey! This month's basement baras feature an excellent game from Mastertronic and a fab pair of re-releases from 16 Blitz, all for under a fiver each. Where will it all end?

countries troll in

uninvited. Of course, you could choose to

do this by bombing the Lebanon.

improving trade and

diplomatic relations.

or just invading any

The game takes

other country who

the form of various

turns, during which

you can alter relations with any of

your neighbouring

even looks like

threatening you

CONFLICT

Sean: First of all, full marks to Mastertronic for being the only

budget house with a commitment to producing original quality software for the 16-bit market. Others are, for the most part, either doling out decentish re-releases, or fairly mediocre original stuff that shouldn't really be seeing the light of day anyway. (Oooh. You aren't half rotten. Ed.)

Anyhow, on with the game review. In Conflict, you get to play the Israeli Premier, Your job, as such, is to govern Israel, and make sure none of the neighbourin



Hang on, where's my fave page three tabloid? (You're the Israeli Premier not Rupert Murdoch, clothead! Ed.)

countries by making nice conciliatory noises, funding insurrection, building up your armies, or just reading the papers. Once your turn is completed, the computer takes the turns for the other players and reports on their actions. Those of you who've ever played the old 8-Bit classic Football Manager will have some idea of what Conflict is like. I suspect that it didn't need any revolutionary programming techniques, but for such a straightforward and simple idea it works surprisingly well For those of you sat counting the paperclips during your lunch hour while

the PC sits idle on the desk, this one is a must. Come to think of it. for **OVERALL SCORE 87** anyone with a PC it's a must.



You won't get the chance to pick up stuff like this down at Tescos, will you?

OUTLAW



Sean: This is an old Infogrames title which was originally called Wanted and was, if I'm not vastly mistaken, a conversion of

a coin-op. You are a Sheriff, whose sole aim is to uphold the peace and tranquility of Dodge City. This largely involves shooting everyone who happens to be around, which strikes me as a bit of an anomaly really, but who am I to say? Apart from shooting everyone who attacks you, there are also 'natural' hazards like giant boulders and rocks which tumble towards you killing you if they are touched.



Yee Harrr! Ride 'em Cowboy!!! John Wayne is big leggy!!! (Are you sure about all this? Ed.)

Outlaw is absolutely brilliant fun. It's a good mix of dodging and blasting which looks and plays a little like Commando. The graphics aren't astounding, but don't need to be and the sound is excellent, especially the grunt the haddies make when they buy the farm. Excellent value for a fiver.

OVERALL SCORE 80

CAPTAIN BLOOD

SMASH 16/£4,99 ST/Amigg Sean: I reviewed this one vonks ago on the ol' speccy and gave it quite a decent mark. The plot involves hacking round the galaxy

trying to collect 12 'numbers' or clones before a certain time elapses, and you die. It's really a mixture of the 'Deathstar' sequence from the Star Wars game (where you are flying down a long corridor) and a sort of bizarre exercise in communication, in which you grill the inhabitants of various planets for info about the 'numbers'.

It's very slickly presented, with excellent sound and graphics but it's a bit... erm... weird. The flying down the alleyway bit is good fun though it's not the most absorbing gameplay. No real dexterity is needed, but it does add a slight arcadev element to the pro ceedings. The communications section makes up most of the brainwork and fun, and is almost like an icon-driven

adventure in a way. You may love or hate Captain Blood but for a fiver it's worth taking the risk to find out.

OVERALL SCORE





Floating around a weightless labyrinth in what looks like a cross between a frisbee and an armoured dustbin lid couldn't possibly make for a good game scenario? Could it? Arcana thought it could – and both Ivan Hawksly and Duncan MacDonald found themselves agreeing...



th that granite and it's cortinas. (That's c otor is set in a future world. where the Welfare State has been totally abolished (ah, so it's set in 1991 then. Ed.) and people have a choice of a miserable slave nave a charce of a miser so re existence down the mines or a chance of fame and glory serving as a pilot in the elite Rotor flying tank a pilot in the elite Rotor flying tank units which do battle in the fortresses of the State's sworn enemies. Having decided to join the Rotor Raiders you'll find yourself enrolled in the training academy where you'll be told which training missions you can fly, how many points you can ny, now many points you get for each successful mission and when you're good enough to undertake a 'real' ough to undertake a real ssion. The purpose of the Rotor iders is simple: to negotiate the ht spaces and treacherous corners tight spaces and treacherous corner of an enemy fortress without crashing, to collect valuable units of fuel, pearl and sun energy crystals, which give you extra power and bonus points and, of course, to blast the living daylights out of any opposition you meet along the way. The first first group was to be supposition to the power of the supposition of the power of the supposition of the power of the supposition of The training ng the ship

or spenish.

To record with a spenish.

To record with a ship can then be rotated. A quick burst on the retor will send the ship moving in whichever direction the Rotor is now pointed. Lest youtuble in six training mission. ry dangerous). Get through these, lass 5000 points, and you've see it as a fully fledged Rotor ider! This is where the action ly starts, as you go on real sions and kick serious ass in my fortresses situated in fou enemy hortresses situated in four corners of the globe. (Yes; in this game, even Globes have corners!) It goes without saying that the further you get, the tighter the corners and the meaner the boddies; wiggly snake beams, killer mines and the old favourite: the "instant death". old tavourite: the 'instant death' laser beam. Survive, complete the dreaded 'class six' missions, and the Government will award you the 'Rotor Elite' golden dustbin lid (er sorry, Medal) and a lifelong pension. Wow!

WHAT'S WHAT

IIIII Rotor PUBLISHER Arcana

£19.99

FORMAT ST/Amiga RELEASED Out now



van: The one word that readily springs to mind when playing Rotor two words). Unless you've played Asternids lately (and I haven't) you'll find it hard work just getting through the training academy and will probably waste loads of Rotors in the process. Anyway, 2000 dustbin lids and 56 mugs of tea later, I finally made it out of the academy

ACTOR: 1 o a litt

war and the more colourful mission screens At this point. I'm beginning to wish I'd gone down the minee instead; I'm getting sweaty. and the action

demands total concentration all the way or else BANG! Blimey! That'll teach me in future to try to play and write a review at

Anyway, where was I? Oh yes, total concentration; a delicate nudge and precise timing in this game can mean the difference between survival and instant oblivion. Watch out for the killer mines. Once opened, their 30 second countdown gives you the chance to nick them up and defuse them for big points, or, if you're a chicken like me, scarper like mad before they blow and ruin your whole day. Rotor is graphically great and as an added bonus, when you get tired of being blown up, you can sit back and listen to the truly cosmic theme music that accompanies the title and demo screens.

If there are any minor quibbles I could mention. it's that the scrolling sometimes has a job keeping up with the action (it's nice to see what you're floating towards before you smash into it), but apart from that, no real probs to speak of.

THE VERDICT

G GRAPHICS

S SOUND ADDICTIVENESS

. 40 . 60



Isaac Newton eh? What a oit. If he hadn't gone and invented those stunid 1 aws of Motion' the world would be a far safer place - and what's more, you wouldn't constantly find yourself getting killed while playing Rotor.

Actually that was all a little hit of a lie A fib on my part, I'm afraid. A bit of journalistic hyperbole designed to 'spark up' the introductory paragraph and give me the chance to slag off Newton. Truth be told I quite like the laws of motion and I'm a bit of a sucker for games that use them as an inherent part of the namenlay. Asteroids for instance. And

Thrust. Oh, and Oids of course. And now Rotor. Yes - this is another 'spinning spaceship with a uni-directional thruster job. And very nice it is too.

Basically, Rotor is Thrust with much un icons (but without the suspended weights which made negotiation of the mazes almost impossible on Thrust's later levels). There: all of you who are familiar with Thrust can now skip to the final paragraph. Oh dear, there are some of you left, aren't there - groan. Righto, let's get started then (honestly, this job would be so much easier if you...) (Stop whingeing, Ed).

The scenario is basically a series of subterranean caverns and tunnels. Wedged into the various nooks and crannies are gun emplacements. cannisters and gravity disruptors (and a few other bits and pieces). The general idea (over the 24 levels) is to destroy the guns and disruptors and collect the cannisters before finding your way to a pre-determined point in order to be beamed out. Fair enough, but it's the control of the ship that'll either make you love or hate the game: left and right on the lovetick ening your shin (anticlockwise and clockwise respectively),

oto





Judging by the decor, this must be the '70s part of the mineshaft - far out!

while pushing forward engages thrust. which moves you in the direction the ship is facing. If you want to brake, you have to do a 180° turn and engage thrust again (nulling back on the stick does no good - anyway, this position is reserved for the tractor beam). It's all very much an 'every reaction requires an equal and opposite reaction' kind of game, which makes for rather slow paced action, as



Blimey! My transformer's inactive. you're jiggling about on the joystick with a myriad little taps and squeezes.

It's not as if you're in the open reaches of the cosmos, motors blazing at full power, with nothing to bump into - you're stuck in a rather claustranhobic tunnel system. And to make matters worse, it's not quite zero gravity: take your hand off the joystick and you start to sink, albeit

> ground - and the slightest contact with absolutely all loses you one of your initial three lives. If you're ham fisted with no timing you're unlikely to get very far in Rotor, as control of the

ship has to be very precise; and bear HASSIF FACTOR: 1 in mind this is very much the kind of game where you only get out what you levels are rather

mundane so if you can't get through them it's likely that boredom, rather than addicted

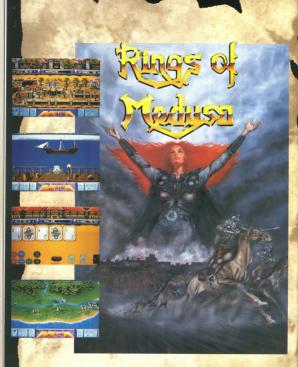
frustration, will set in.) According to the blurb sheet, "Rotor is a logical step forward from classics like Thrust". I don't agree - it's more of a sideways step: Rotor is a sort of cross between Thrust and, erm, Thrust. The graphics, as I said, are great - as is the animation. Also there's the inclusion of the power ups and a few extra nasties. But, for me, the actual 'feel' of the game is very much the same as that of its inspirator. I'd have thought the "logical step forward from Thrust" that Arcana spoke of would have been to cross it with R-Type or something. Mind you. I mustn't moan, because Rotor, for all its lack of originality, is immensely playable - and fans of the genre (of which I'm one) will find it extremely addictive.

G GRAPHICS

. 20 . 40 . 60 . 80 . 100

A sedate and rather tricky to al shoot and think 'em Let's not beat around the





ATARI ST AMIGA IBM/PC £29.99





Confused by all this foreign lark? Well actually c'est vachement facile if you listen carefully. This is the section where we review fabby new formats of games which have been released previously on other machines, Comprenez? (Je ne vous ai iamais compris! Vive La France, Ed.)



Psygnosis/£24,95/Out now

Ivan: Last year, Psygnosis announced a holiday with a difference, a holiday which you might not actually survive but which as it stresses in the accompanying brochure) your loved ones would never forget. The jolly soujourn was

Blood Money and when it appeared on 16-bit, dedicated gamers across the cosmos were using words like 'phantasmagorical' and waaaaahoweeee' to describe this brill shoot 'em up. What can I say that hasn't already been said? (How about 'Yaahoooo' for starters? Ed.

The PC version has arrived and it's

you go after the local big game out a care in the cosmos or a World Wildlife Fund on your back. Great graphics and sound and enough weaponry and action to satisfy most firepower freaks. This is murderously mindblowing stuff.

just as groovy, Blood

Money takes you on a safar

up with helicopter gunships,

Forget Cliff Michelmore and tool

submarines and neuron bombs as

through four alien worlds.











(ST/Amiga versions reviewed ZERO 2)

EUROPEAN SPACE SIMULATOR Ivan: Until Micro Style's Stunt Car Racer came along CE everybody's idea of a flying motor was 'Chitty Chitty Bang Bang'. But this is high octane 'Wacky Races' with supercharger and sick bag thrown in. Thrill to the roar of big bad engines, gasp as you grind hub caps with your opponent, blow your breakfast as you hit the big ramp at 170 mph!

Sadly, the PC version lacks the graphic quality of the original - a total absence of track detail and just a few colours onscreen don't exactly overload your senses while racing. But thankfully the speed. movement and gameplay have remained to give you all the thrills as you compete against various drivers and work your way through 4 driving divisions, a stomachturning selection of gravity-defying race tracks and countless new tyres, engines, shock absorbers, etc. Grab your leathers and titanium crash hat and pile in...



mahawk /£34.99/Out now (PC version reviewed in ZFRO 4)

Ivan: Wanna make loadsa dosh? Well, you can forget insider trading and oil prospecting for a start. At least, that's the low-down according to European Space Simulator. the space strategy epic from Tomahawk.

ESS puts you in charge of the International Space Corporation. Cost capitalism is the name of the game as you use your Ariane rocket and Hermes Shuttle orbiter to put satellites, space stations and even sneaky, low-down military missions into orbit for the highest bidder. You control each mission from start to finish as you plan and select you payload and crew, watch the launch and take control in orbit to perform tricky manoeuvres with your retro rockets to deposit that satellite or station. Once you've got through the fiddly orbital stuff, it's back to Earth and an even more fiddly landing on a mega-huge aircraft carrier to complete the job and collect the bucks.



Thatcher's children will find it a doddle .

The chief requirement for ESS is greed military missions are pretty unsound but the bucks are big. Graphics are colourful though animation is a bit rusty and be prepared for a lot of disk swapping and a somewhat sketchy manual. Could be quite engrossing if you have the patience.











SCORE!



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How do you fancy the opportunity to 'transfer' some of the football software onto your home micro? There's a plethora of fab footie software prizes up for grabs in this scorching soccer compo. So without further ado, let's play the ZERO Football Trivia Quiz...



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- the true fact below. A Christopher Columbus made three voyages of discovery. He died on the second. The Deer-Bot Fly has
 - the remarkable ability to drive small Fast German saloon cars The original Football Manager game was massive and
 - sold 700,000 copies! D Football was

to take on the might of the Kop? See if you can spot the true 'pool fact below... A Liverpool FC hold the record for

Think you're good enoug

- the greatest number of League Championships Liverpool's centre forward bears a
- remarkable resemblance to Nerve Hughes from Alan Bleasdale's District Nurse.
- C Liverpool's ground is popularly referred to as "The Krap
- Liverpool play in pink shirts and small yellow polka-dot bikini briefs.



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Here's Gremlin's third Gary Lineker licensed product. Do you fancy getting him to play for your team? See if you can

- scout out the true Gary Lineker fact A Gary Lineker was the highest
- goalscorer in the 1986 World Cup. Gary was christened Marion Ellis Lineker in 1903.
 - Gary Lineker came second in the 1957 Junior All England Curling championships.
 - D Gary Lineker is Nigerian.



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manager... A John Toshack Trevor Francis Kenny Dalglish

н

D Paul Daniels Now tick the letters corresponding to the correct answers on the coupon

below, fill in your name and address, stick the whole lot on the back of a postcard and pop it in the post to:

Football Mad Compo, ZERO Compos, PO Box 1509, Enfield, Middlessex -------



20 copies of Subbuteo The Computer Game

from Goliath Games You decide your team is in need of some practice, so best get hold of a copy of Subbuteo from Goliath Games. In order to be in with a chance of securing a copy. you'll have to identify the famous Subbuteo catchphrase, Is it...

A Nice to see you to see you nice B You're gonna like it, norra lot,

norra lot. C Pick to flick. D Flick to Kick. Now jot down your answer on the below.

Q1. A

Q2. A

Q3. A

Q4. A

Q5. A

Address

Computer (Please Tick)

н

н



20 Copies Of Ocean's Official Liverpool FC Soccer

invented at Rugby public school.

the second Liverpool licensed product. н H н D н

has planned for release this year and is

	Postcoo	36		
٦.	Amina		ST	

All entries must be received by April 30th 1990, or they'll be relegated to the bin 'division Ed is the Cloughie of the ZERO office. Don't argue with his decision or your get a 'Clough

66 ZERO



2Mb & 4Mb MEGA ST



PageStream

reviews

Well, we're all much more aware of 'green' issues these days, aren't we? But who ever heard of an environmentally friendly shoot 'em up!? Fire is the new healthy option in a man size portion from French publisher. New Deal Productions, CFC-Free David Wilson and Paul 'No Preservatives' Lakin showed us their green credentials. (Blimey! They should take those to the 'Special Clinic'! Ed.)



Productions, the guys responsible for the 'right on' Safari Guns reviewed in issue three. This awareness of current 'environmental concern' is also present in Fire, believe it or not. Yup, while you're out there blasting all and sundry out of the sky, sea and polar ice cap, there are also many pertinent 'green' issues to bear in mind! Here's the scenario... all the 'civilised' nations are well hacked off about all the naughtiness in the world. So without further ado they all collaborate on the design of one super-helicopter, codename 'Fire' Basically you get to sit in the hot seat of this helicopter with the mammoth task of righting the wrongs of the ranging from annihilating the South American drug barons, to destroying a criminal organisation based at the North Pole. Let's hover a bit closer



TITUS Fire

PUBLISHER NDP Amiga £24.95

ST £19.95 PC £29.95 FORMAT Amiga/ST/PC

RELEASED Out now

68 ZERO





David: I'm fond of the French, erm... except for their toilets, that is, But this said, you can't deny that French software is... really weird! Fire is no exception. It's a shoot em up much in the P-47/Silkworm mould but it has to be a first. I mean who's ever heard of a 'right on' shoot 'em up?

Anyway, weirdness and

issues apart. Fire competent if not very original multi directional shoot 'em up. Gameplay

reminiscent of Silkworm - but not as the boat people which are sadly absent good - without the two player option from the Amiga. These are the bits you shouldn't shoot, along with the whales, 'dromedaries' (ie camels), 'local

and with a bit of extra upward scrolling You only have one life but fortunately each time you fail you have an unlimited ten second credit option to continue. Using this, I had practically finished the third mission by my third sitting, so perhaps the life expectancy and consequently the value for money will suffer accordingly. Just an average addictive blast 'em un I'm afraid



you've just got a below average shoot EXECUTIO

populations' etcetera, but since they

insist on getting in the way it's a bit

sound and slower disk accessing, and

inevitable really Add these probems to the inferior

'em up that doesn't compare very favourably to P-47 et al.



Paul: Fire on the ST is a

very different kettle of fish

to the Amiga version and

version to be 'average' this

unconvincing manner - sort

of wobbling backwards and

vertically upwards through

however, is the inclusion of

forwards, whilst firing

their rotor blades!?

version does have

since David found that

esn't bode too well! The impression

helicopter sprite is short on detail and

discern at low level. Furthermore the

of speed is sadly lacking and the

also quite dark, making it tricky to

enemy heliconters move in a very

e Top Three Instructions Which Have Lost Something

- on drawnedurin of bedoins which haven't done you anything, clied, you will have to., dworf with benth it he plent of chinic icks supply the actors of wors in the neighbourhood with mortal gaz are populations in exercisting the properties of the bedownfull Lebanon the fighters and civils who try to reach by the accidental ships wich cruise open see in the bay.

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RETALIATOR



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detaned and reasons ou grapmoseen... but it's the sheer depth that makes F29 the best combat flight simulation I've seen. The wealth of missions is incredible ... giving nonmous lasting aspeal...

ma phics phi phical/

"Think of what you get in Falcon and double fit ... brilliant action and a scenario cepth that'll leave you gasping in awe: there are 95 offered missions. Refaliator is seen better

lease you pasping in awn: there are 99
different missions . . . Retailater is even better
than Falcon, and it's certainly much bigger A brand new, and rather helitant lighter!
bomber simulation." Zero 94%.
"Utborly month-watering graphics and an

amining depth of play ... the self light simulation I have ever been (and there's nothing on the visible herizon that looks set come close). It's not a simulation, it's an experience ... Comen's first flight sim in the hast set? Zazo 9796.



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ATARI & AMIGA



According to a recent survey, the men's briefs which most make girls pant were Shorts! And here they are - the

nere mey are - the latecomers, the mediocre and the ones that wouldn't fit into the normal reviews section.



ASTATE



BLACK TIGER



HUNTER KILLER



ASTATE New Deal

Perplexing French adventure game in which you play an archaeologist in search of bits of a statue. Icon-driven gameplay allows you to 'become' a pair of boots, a drill, a picksax, a hand or a scanner. Far out.

Format: Amioa/ST Out now

Format: Amiga/ST Out now Price: £19.95

BLACK TIGER US Gold Conversion of classic coin-up arcade slash 'em up.

slash 'em up. Format: Amiga/ST/March Price: £24.99/£19.99

▶ BMX SIMULATOR Codemosters 'C'est geniale! Les burms, les bonds, les obstacles...' Quite. Frantic view-fromabove BMX action for people who like the gear but aren't big enough to play

American Footie.
Format: Amiga/ST/Out now
Price: £4.99

► CHICAGO 90 Infogrames Complex arcadey/strategy-ish game in which you play gangsters or police subverting or upholding the law in souped-up motors. Chase HQ for

Sherlock Holmes.
Format: Amiga/ST/Out now
Price: £19.99

FRED UbiSoft

Bizarre Froggie game (surprise, surprise) in which you play love-lorn knight Fred in a quest for his girlie. Over 50 screens of nifty arcade adventure for discerning Francophiles...

Format: Amiga/ST/Out now Price: £24.99

▶ GRIMBLOOD Virgin/Mastertronic Cluedo-ish budget adventure set inside a rather unplessant manision. Someone's going round bumping off various poor sods – and no one seems to know what's going on...

Format: Amiga/ST/Out now Price: £4.99

► HUNTER KILLER Virgin/ Mastertronic

Masterronic
Submarine capers in the South Seas.
Get from A to B, taking in a few of the
local sights on the way – déstroyers,
battleships, that sort of thing.
Atmospheric strategy budgeteer.
Format: Amiga(ST)/Out now
Price: £4.99
Price: £4.99

► KNIGHTS OF LEGEND Origin Battle with ogres and trolls in this massive (6 disk!) adventure come

massive (6 diskl) adventure game covering the entire Realm Of Ashtalarea. Features an open-ended system with almost endless quests and sub-games. Formet: PC/Out now/ST/ Amiga to follow Price: £29 991to be announced.

LOST DUTCHMAN'S MINE Magnetic Images

Dead pretty graphic adventure in which you play a gold prospector in search of the legendary mine. Play poker, sift for gold, sell your gnarled old body on street



corners (Liar. Ed.)
Format: Amiga/ST Out now
Price: £24.95/£19.95

SIDESHOW Actionware

All the fun of the fair in this shoot 'em up programmed under the guidance of Mary Whitehouse. For the spiteful, there is the option of importing digitized pictures of enemies for the Dunk Tank sub-game... Format: Amiga/Out now Price: £24.99



SIDEWINDER II Virgin/Mastertronic '27 years of peace have reigned in the

Western Spiral Arm of the Galaxy. All this is about to change however. Why? Because you're about to chuck a spanner in the works by embarking on the second Sidewinder mission...

Format: Amiga/ST/Out now Price: £4.99

SWORD OF THE SAMURAL

Absolutely ginormous strategy game in which you agree not to sleep with your next door neighbour's daughter by

next door neighbour's daughter by becoming a man of honour. Graphically superb, atmospheric and, erm... damned difficult.

Format: PC/Out now Price: £29.99

Price: £4 00

▶ WAR MACHINE Smash 16
Part platform, part shoot 'em up, part
confusing, all budget action against The
Alien Syndicate. I pity them.
Format: Amiga/Out now

► WARLOCK'S QUEST Smash 16 Shoot your way through this arcade

adventure, collecting bits and pieces and eventually the crystal Karna. As the instructions tell you, 'all of humankind and several elves are counting on you' it's the poor elves that worry me.

Format: Amiga/ST/Out now

Price: £4.99





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CONSOLE ACTION

INSIDE

Palm-top PC Engine on the way

Commodore CD-ROM games console shocker

Consoles to get exhibition

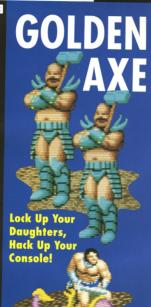
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REVIEWED



MR HELI





WIZARDS AND WARRIORS Brutal encounters in Nintendo's brilliant back

em up

ZERO 73

GOLDEN AXE





So there I was - you know - hacking away, splintering bone stretching tendon, ripping muscle when along comes this Death

Adder character. Real oddball; I mean, he wanted to know why I was chopping some old hag into little hits, It's outrageous; some people have got to stick their nose into everything. (Get on with it, Monteiro, Ed.)

"He really got on my wick when he started joining in. You just don't do those sort of things. For starters the old hag was my

grandmother, And for pudding it's up to me if I want to hang, draw and quarter

her." (Richard, this is really boring.) "Oh all right

hen. Long. long ago all was harmony. Turtle Village, the Eagle's Pass and the King's

Castle were one big happy community. The little children played in the glorious Sumn sunshine while the men toiled happily in the fields and..."

(Oh, good grief. That's it - you're fired. I'm going to finish this introduction while there's still room. Golden Axe is a conversion of the classic coin-op. You fight your way through hordes of Adder supporters to rescue the King and Princess. End of story. Start of game.)

This version of Golden Axe is so similar to the arcade original that if you were to enclose a Mega Drive in a coin-op cabinet and place the system in an amusement arcade, few people would notice the difference. It really is that good. You start by selecting a character -

Av Battler the Barbarian, Tyris Flare the Dwarf. A second player can then select from the remaining characters. Each character is good at certain things.

Gilius, for example, is best in combat but his magic potential is dismal. Tyris, being female and all that, isn't

too hot at kicking ass (she only has a short sword), but she's powerful when it comes to casting spells.

When entering

two-player battle you have to be very careful: not only can you damage the enemy but your partner too. It's a great feature which, when

employed at strategic moments, can bring down your sidekick giving you free reign to scoop up magic pots and energy-restoring meat. The game is filled with humour. The

ression on an enemy's face as you kick him in the nuts (or her in the, erm. er...) is brilliant. And the assorted characters and monsters are ridiculous How would you feel if you were attacked by a skeleton riding a chicken leg?



What do you think you're doing, Ax? Those are the villagers you've just rescued. You're not supposed to hack them in half!

Throwing your magic pots into the air at strategic moments will unleash terrible spirits. Gilius can only manage a storm; fine for knocking the wind out of out the enemy for a bit, but otherwise useless. Ax's mini nukes go down a treat and usually dispose of the

smaller characters. Tyris can conjure up unbelievable fire breathing demons which will usually

knock out anything. Everything about this game is good; graphics, sound and playability. Oneplayer is brill; two player unbeatable. If the Mega Drive can do this now, just imagine what'll

be coming along soon...

THE VERDICT 94

Ere we go, 'ere we go, 'ere we good! Hack 'n' slav, hack 'n' slav hack 'n' slav-agay! You're Ax Battler the Barbarian whether you like it or not, so shut up and read on. Before you get into monster mashing you pick the type of magic your character can cast: Farth. Fire or Thunder, Magic is stored in small pots which can be reclaimed from thieves during play. Generally the more magic nots in your possession, the more

powerful your magic. You start on the outskirts of Turtle Village and must make your way to the captured King's castle. Movement is very rapid. Characters brandishing swords.



Well if it isn't old Death Adder himself. Sadly though, he's going no further; he's just been skewered by a

clubs, axes and meat cleavers come rushing towards you - and unfortunately not in single file. Combination attacks are possible; you might swipe at one of the enemy with your sword, bash him over the head with the sword handle and finish him off by booting him in the balls. It's so satisfying to watch. It's also possible to pick up a marauding Adder minion and hurl him against rocks.

As you progress through the lands. the detailed scenery scrolls smoothly by Towards the end of each section - Turtle village and Eagle's Pass, for instance you get to meet giant guardians with silly names like Sergeant Malt and Colonel Bitter, It's no laughing matter though; these guys are seriously enormous.

Golden Axe is very playable; the graphics are exquisite and tune tasteful (but wearing after a while). But sound effects are non existent - as is the twoplayer mode that made the arcade game so much fun.



THE VERDICT 85

WIZARDS AND **WARRIORS** §



THE MAP

m't not excited, it's only the title.

THE VERDICT 67



ZERO 75



QUICKIES

DON'T MESS WITH MY CHOO CHOO :::

answer to Sega's Mega Drive answer to Sega's mega Direction and Nintendo's forthcoming Super Famicom, the Super Graphx, is definitely too much dosh! An extra £100 is a bit steep, isn't it? Erm... let's find out...

The Super Graphx looks spiffere and is around four times larger than the Engine, but surely (Stop calling me Shirley! Ed.) cosmetics aren't enough?

But the Granhy can also have 128 (128!) sprites on screen - that's twice the number available in the Engine. The palette has been boosted to over 4000 colours (quadruple the PC Engine) And enhanced graphics chips mean no flickering and everything jollied along

at much greater speeds. NEC's Graphx isn't a 16-hit machine like the Mega Drive or the Super Famicom: it contains the same ageing 8-bit processor as the Engine, But with such sophisticated video hardware, it hardly

needs anything else. and keyboard. Resolution and sound stay the same; only the colours and the ability to manipulate chunks of graphic data have been changed. PC Engine games will run no

problem, in the new machine (the

ommodore might be

(well it's hardly a bandwagon, is it?). Well, at the

and programmers.

huge Consumer Electronics Show in the States all was

revealed to few publishers

the new machine sounds.

standard and possibly a

boasting a CD-ROM unit as

back we sug gested that

reverse is not true) which is just as well really as only the stunning Rattle Ace is available for the Graphy. It's fast, and much like Afterburger in that you control a fighter, wasting everyone else whilst covering your ass. Six more titles are expected in the next two months So the Graphy (or much-vaunted PC Engine II) is available here after all. Obviously the console crazy Japs didn't



Sockets in the front of the Graphx accept PC Engine style joypads while the expansion bus at the back could, were such things available, accept a disk drive

> snap up the 50,000 units in less than a week as some Sun journalist predicted. Most regular UK Engine dealers will be selling the machine. What's not so cheery is the price; a few pennies under £300. Good grief

IVOR THE ENGINE

the) NEC story? Well, yes. NEC have more versions of the PC Engine than Telly Savalas has hair (Er... none, Ed). That's not quite true; he has some under his arm. There's the PC Engine

wat you all know the recently introduced Super Graphx, the US Engine and the scaled down Japanese Engine. Nec is now planning a hand held PC Engine.

The new machine will run all existing PC Engine carts and feature a three-inch LCD screen. One possibility, not decided on, is that the clockwork Engine will come with a video output enabling it to be hook ed up to a TV. Summer looks like the

likely launch date and \$199 the probable price.

KOMMODORE KONSOLE KONFIRMED



Details of what makes the machine tick aren't available yet, as those who saw the machine were told they'd get slapped writs (Ho, hol Ed.) if anything about it was leaked. One thing is certain, the

figuration would cost a stopping £500. Ouch!



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DID YOU GET A GAME BOY FOR CHRISTMAS?

New carts please. Tetris and Super Mario Land are dead! Finished, gone, kaput! You've had enough of them. You have! Time for something new...

RACULA

Armed with



goose pimples. incloth and whip. Simon makes a

raptuous return in Wild Wanda And Her... (That's enough of that, thank you. Ed.)...on the trail of the notvery-nice-at-all Count Dracula. Anyone familiar with the blue movie... erm. with Konami's Castlevania on the Nintendo will

recognise the gameplay. Your skimpily-clad character has to walk, jump and whip his way through scrolling screens of passage-ways and underground corridors in search of Mr C. On the way, Simon encounters opposition in the shape of bats, rolling eyeballs, boomerang-throwing boss monsters and leaping demons. Collapsible blocks, destructible bridges, ropes and other things are there to help and hinder. Well, hinder mostly.

Thrashing burning lamps gives you power-ups which can be collected for extra energy, whipmissiles, shields and extra lives. At the end of each level Simon encounters a monster which needs lots of whipping before it's satisfied. Without doubt Dracula is the



Hit me, hit me, hit me... hit me with your stinging stick. Whacky whipping fun is to be had in Dracula.

most polished Game Roy title so far It features exquisitely detailed scrolling backdrops and beautifully animated creatures. An atmospheric stereo soundtrack warbles along with the action. Sound effects like popping eyeballs are excellent too.

But it's not just a pretty picture, for Dracula offers meaty gameplay with hard arcade-style action. Control of the main character is responsive and smooth and the mission long and arduous. The action gets a tad repetitive after a while, but there's enough variety to keep you whipping for some time. And the ever-so-handy continue option makes the game that much more unputdownable.

LLEYWAY

Forget the storyline - this is

Breakout, Simple as that, Sadly it doesn't go as far as the Arkanoid games in terms of variety, but it's better than the boring Atari VCS iobbies which had people in raptures about 500 years ago.

Alleyway does have one or two twists - don't get too excited though - in that there are three types of screen which annear in sequence. First comes the static brick block, next the horizontally-scrolling brick block and block. Complete those three and you move to a bonus screen where the idea is to clear the whole screen with a single hall in 30 seconds. After that it's on to

the finale 32 screens later. Exciting? Hall The game really could do with some variety: extra balls, lasers, a few bonus cansules, hidden bricks etc. and more interesting opening screens. The first patterns are, um. well... dead boring.

Alleyway isn't a a complete disaster. but a preferred buy only when you're loaded and can't find anything else

THE VERDICT [-]

THE VERDICT 90

Price: £29,99/Available now

No prizes for quessing

what this one's about (although you can claim for a free brain transplant if you think it's a game featuring the number between nine and 11). Basically it's a tennis game, Erm... that's it really.

You can hit a volley or a lob by pressing the A and B buttons respectively. And you can vary the direction of the ball by pushing the iovpad as you hit the ball. Pushing the joypad left will send the ball left Amazing really. Pushing down while (getting technical now) and pushing up drops the ball near the baseline. Incredible, eh? You can play a one, two or three set game while Mario referees.

Along with Tetris and Baseball, Tennis lets you play against another humanoid via the video link cable

no friends, you'll have to put up with the devious computer players

imalist, they do the job: the action of the all-important ball is smooth and realistic. The sound track is really uptempo and great through the earphones.



Dennis is a menace with his 'Anyone

THE VERDICT 74



ZERO 79

WIN APOUND \$600 OF SEGA MEGA DRIVE KIT AND SOFTWARE COLIPTESY OF MENTION!



Nice to Sega to Sega nice. There's no doubt about it - the Seag Mega Drive is one of the most sought after games machines ever, boasting stereo sound, 512 colours, enormous processing power and software that's unequalled by any home computer or console. It's like having an arcade machine in your own home! What's more, the Mention machine being given away here is extra special because it can run on your TV or RGB monitor at the correct speed and without showing those ugly borders at the top of the screen.

The lucky winner will receive not only a Sega Mega Drive, 50/60Hz switcher (which enables the machine to work correctly on UK TVs) and a Mega Drive Arcade Stick but also the following fabulous games: Alex Kidd, Altered Beast, Super Thunderblade, Space Harrier II. Thunderforce II. Ghouls 'N Ghosts, World Championship Soccer, Super Hana On and Rambo III. Phew, that's what you call one corker of a prize...

YOU KNOW IT MAKES SENSE So stop messing about and just match

the catchphrases to the celebs in the pictures below. If you think for example that celeb 'A' is responsible for catchphrase 3, then write 3 in the appropriate box in the coupon below

The first entry pulled out of Tim Ponting's drawers (hem) on April 30th 1990 will win the whole caboodle. That's it. No deals or bribing the editor. Simply fill in your name and address, pop the coupon (or a photocopy) in the post and send it to My Name's Really Roy Walker And I'm... Erm... Proud Of It Compo, Console Action, ZERO Compos, PO Box 1509. Enfield, Middlesex, EN1 1LQ.

RULES No Dennis or Mention horts are allowed to enter

All entries received after 30th April 1990 will be used to gag Tarby

I'M REALLY ROY WALKER COM



The three celebs are responsible

for the following catchphrases...

Whatever you do, don't mention the war.

m Brian and so's my wife. get an 'ology, you're a scientist. NAME ADDRESS.....

POST CODE

console charts. RAD RACER

ogu e continue from the level you just led on, press the Start button hile pressing the A fire button.

LEGEND OF ZELDA

ter your name as Zelda to start agame on the second quest.

ACTION FIGHTER

You can get rid of helicopters by changing into a bike and then back to a car

ALEX KIDD -MIRACLE WORLD

ega ish Up and press button 2 eight nes when the game over message spears to gain a continue option. is only works if you have at least

PACLAND

C Engine

ook in the first hydrant in the

ame and you'll be awarded with a

celmet which protects you from

SPACE INVADERS

del on and off quickly u see the floor, backgrour tership. Press the game

ichael savv., gads, Michael, this one sounds a d risky. But you're getting a prize

GAIN A GAME

You too could win a for) and send it pronto , Console Action, ZERO , Publishing, 14 Rathbo

R HF

Irem/£29.95/ PC Engine Hooray, hooray it's a

Heli, Heliday... Ocops, sorry, For 10

points: why is it that film licences, coin-op conversions and even ordinary conversions take so long to materialise on the PC Engine? Answers on a postcard to.

Mr Heli has been available on a number of other consoles and numerous home computers for a long while; only now do PC Engine owners finally get the chance to sample the delights of this cutesy 'copter and its crazy capers.

Look at the size of that diamond and it's right overhead. Just think of the money. You're going to be able to buy plenty with that You control Heli through a world rich

in diamonds and deadly lifeforms in search of... erm, diamonds and deadly lifeforms. That's it really. There are diamonds hidden in rocks

and they only appear when you blast at the rock surface. But not all rock contains diamond so you've got to be selective, be ob-jective... get a life... (Oh, no, he's off again. Ed.)

By using a combination of forward and overhead cannons you can blast just about anything that comes close. And plenty does venture too near for comfort; must be something to do with the fact you're reaping the land of its wealth. Landing and firing upwards

Yes, you! Mr Hell, you have been voted Mr Spoons by Diamond George That means you'll have to wear your clothes inside out, your hair in a centre parting and wear an I-am-M Spoons badge for the rest of your life...

P Many thanks to Micro Media (0743) 271 792 for supplying the review copy of Mr Heli.

causes Heli to unleash a whole

torrent of bombs from below. Confused? On the ground you can only drop bombs and fire forwards: in the air you can fire upwards and forwards. Yes, it's back to front - the Japanese are funny like that. The action is viewed from the side and as you move the landscape scrolls; horizontally at times and

vertically at others. Apart from getting a large wad and wasting aliens, you can stop off at ammo shops and buy cannons, bombs



stirred up. Defeat it and you go on to the next stage. Fall and you die.

rockets, shields and even extra energy. assuming you've amassed enough of a fortune. These pleasures in life don't come cheap, so expect to do some heavy duty mining before you get to do any serious spending

Mr Heli is definitely at his cutest on the PC Engine. The graphics are colourful and detailed and the zany tune that accompanies you as you blast about your business is actually rather pleasant. Don't let the pretty pictures put you off though: this game is for hardened arcade addicts as it gets hard very fast.

THE VERDICT 81



You ever heard of diam that's just what you're about to fly into.

ZERO 81

You're ugly, spotty and

vour favourite!

drink is a half

of lager and

juice. Add to

that Galaxians

this the fact

stumped on

has you

level one and you're in

Crystal Tips. Fortunately

for you lot, Sean Kelly

is on hand to oblige...

desperate need of

pineapple

usually have rather a lot of thick green snot

dribbling out of your

nose. Not only that,

MIDWI

By bribery, extortion and threats of front row seats at Jason Donovan's next Wembley appearance, ZERO managed to persuade Mike Singleton to give the low-down on his massive masterpiece. Midwinter...

FIGHTING FIT

Keep a close eye on your muscle power diagram. Try to rest before you get totally exhausted, otherwise you can get caught out by surprise enemy attack and find yourself blacking out in the midst of a battle - definitely not recommended. If you pass a cosy looking building during your journey across the white wilderness, take a few minutes rest there - you'll feel the benefit much more than resting out on the open tundra.

To maximise your speed, stick as much as possible to the bottom of the gullies and head along the U-shaped valleys

you'll find in the landscape. The friction as you go over bumps slows you down, so avoid

possible Skiing down vertiginous nountainsides is another matter

altogether. The technique to employ on really steep slopes is called 'traversing'. Instead of heading straight down a slope, you get down the mountainside in a series of zigzags. This technique works equally well in Midwinter as in real life.

Don't panic. Sudden, wild movements are likely to take you plummeting to the ground or swerving into a mountainside. Taking-off is the trickiest moment of all. If you've got yourself

pointing in the right direction (down a slope not up it!) you shouldn't need to touch the controls until you're actually airborne. Once airborne, just tickle the

controls until you've achieved some real height. Over high ground where there's lots of lift from the updraught, if you want to

keep your speed as high as possible, you must be a little more daring: maximum speed means flying as close to the ground as possible. Over low

ground, you can only get lift by keeping very close to the ground. Inch the nose up to stop your feet from touching the around

Some of the neatest manneuvres can be performed when you're heading towards a cliff or steep mountain. If you keep your nerve and head straight towards it, suddenly the updraught will grab you and you'll soar upwards over a precipice. like you've just jumped an invisible lift!

SNOW-BUGGIES

Driving a snow-buggy is usually easier than falling off a log. The only things to watch for are steep slopes. Stick to the low ground wherever possible, even if this means making a long diversion.



AMBUSHING THE ENEMY Enemy armoured units have two classes of vehicle - the nasty ones and the sitting ducks. They move very predictably in long convoys and even better, they don't fire back at you! Sniping is the thing here. Find a nice tree and climb up it. Church steeples are even better - they're twice as high. Then just wait for the sitting ducks to come waddling along. If you wipe out an armoured unit's supply train, it will come grinding to a halt and won't have

much ammunition to fire at you either! Another favourite ambush tactic is the 'swoop'. Position yourself on a steep mountainside and strap on your skis. As the enemy vehicle comes trundling along through the valley below, swoop down behind it. Wait till its squat shape nearly fills your goggles and then lob a grenade in its general direction, at the same time swerving sharply. The grenade bounces towards the hapless snow-buggy and wham! You got 'im Cap'n, Erm... this technique is not recommended while skiing uphill.











BRAINS OVER BRAWN

So now you're a perfect skier, a wonderful pilot and the Alan Prost of snow-buggy drivers, not to mention the Ian Botham of hand-grenade chuckers. But you're still getting trounced. Yes, you need cunning as well as power to beat General Masters Since the enemy follows a different

plan of attack in each game of Midwinter there's no single recipe for success. But it's useful to know the capabilities of the members of the Free Villages Peace Force and what sort of missions they are best suited to. Piecing the suggestions together, you can plan a campaign for whatever attack the enemy launches.

CAPTAIN JOHN STARK Captain Stark is an excellent driver and a good all-rounder. He's also a good recruiting officer. Wherever he starts off, your first priority is to get him a snow-buggy. Then he can start to

activate the other members of the FVPF. After he's recruited a few people, you can then afford to send him off against the enemy to devastating effect. Don't bother to use him for sabotage unless it's absolutely vital - he doesn't like blowing things up and he's not very good at it!

VIRGINIA CAYGILL



Virginia is the skiing instructress and the only excellent skier in Midwinter. She is also very well liked and is very useful for recruiting some of the grumpier and more

cantakerous men, Professor Kristiansen in particular. Virginia is found in the Snowstorm

Valley. When you've recruited her, she should head west to Deathwatch Pass to recruit little Jenny Adams, From there, Virginia should head north to the Pico Mountains cable-car station. Go up the cable car with her and then ski north across the mountains to Diamond Valley, where she will be able to recruit Prof. Kristiansen, the radio expert. Then

if need be she can head west into Devil's Valley to recruit young Dayy Hart.

PROFESSOR KRISTIANSEN The old Prof, needs help to get around, so once he's



buggy should be his first priority. Then you drive him round to the radio station in Snowstorm Valley. Using his electronics expertise, he'll be able to force a radio message through the enemy jamming and recruit a total of four other people. This makes him extremely valuable.

Young Davy starts the game at the store in Devil's Valley Like his friend. Jenny Adams, he's young and fit, well able to tackle long, hard journeys. The one thing he lacks is experience. He is the only person in the game who can recruit Rudel the hunter who is a valuable asset to your side - tough, rugged and an excellent sniper. Once Davy has been recruited, he should move east to Mad John's Pass and take the cable car up the mountains to Rudel's hut. After he has recruited Rudel, Davy can be used to slip past the enemy (who take little notice of children) and recruit others. Davy has been taught to hunt by his friend Rudel and is a good sniper too.



CONSTABLE FEDERICO GARCIA An excellent strategy is to take out all the enemy held radio stations. This kills the iamming signals that swamp

to recruit everyone simultaneously. However, there is one radio station at Snowgoose Fell that is deep in enemy territory at the very start of the game. The best man to take this out is Federico Garcia. At the start of the invasion, he is to be found at the Sierra Garcia Settlement, He is good at both skiing and hang-gliding but his fiery temperament makes him a poor snow-

buggy driver. Despite the fact that he's clumsy at sahotage, he's still got the best chance of destroying the Snowgoose Fell radio station

First, Garcia skis west to the Claypipe Gorge cable-car station. It's rough country but Garcia is a good skier and it takes him about 25 minutes. The cable-car journey up the Sierra Madre takes him a further 20 minutes but he rests during the journey and he's back at peak fitness when he reaches the summit. From there, Garcia launches himself off in a hang-glider, flying southeast towards the distant Snowgoose Fell. The first part of the inurney, over the Sierra Madre, is easy but as he approaches Snowgoose Valley, the updraught falls away and he rapidly loses height. Look closely at the mini-map, trying to keep to the lightgreen

higher around of the valley. Garcia just grazes the hill tops as his speed drops away to no more than 20



Snowgoose Fell approaches and Garcia finds updraught again. Gradually he rises higher and higher, eventually flying right over the top station of the Snowgoose cable-car run. A short distance further on, he spies the spiky mast of the radio station and then circles His tricky flight has taken one and a

quarter hours. It is now just two hours since he left Sierra Garcia. After the next situation report, he can wire up his explosives and blow the Snowgoose Fell radio station to smithereens!

After that, who knows? Heading further south, deep into the enemy heartland, he might even reach Shining Hollow where General Masters sits safe and secure in his brand new H.Q.,









Jon Riglar, a name probably familiar to those of you who have upgraded from a Speccy or some other 8-bit iobbie. brings you the lowdown on the bad guys you're gonna encounter in Hewson's colourful epic and exactly how to deal with them.





FOOTMEN

ootmen aren't that difficult to deal with and a good thump with the mace should sort them out good and proper. Try to attack them when you are in the 'duck' position, to avoid getting a good kicking and a dented head.

WIZARDS

Wizards are the rotters who lob power bolts in your direction. Now, doubtless another wizard or mage type would simply say 'Pah. Feeble magic.' and bung back an even bigger power bolt that wouldn't look out of place in a Spielberg movie. You aren't such a wizard, so unless you have picked up a Demon Shield or

Magic Demon weapon to chuck at him. the best thing to do is run away.

SPEARMEN

These are the chaps who come trolling onto the screen, whizz a huge spear in your direction and then, with nothing else to do, probably wander off to pick their nose or count their toes or something. The best thing to do, you won't be surprised to hear, is either duck, climb a ladder or jump to another ledge to avoid the spear. Also be careful not to jump into the path of a spear, as it glides across the whole length of the screen with ease.

MINES

Not much to do in the old tactical department here. I mean, it's not as if you could take a mine on in unarmed cor duff it up and stroll off while it begs for mercy in a corner. The thing to do is simply avoid them, picking a different route wherever possible. If you are getting a severe kicking, however, it might be worth leaping onto one because although your energy level will plummet, all your assailants will be blasted into a thousand chicken McNuggets - and serves 'em jolly well right too

CANNONS/BALLISTERS

Very similar in action and effect, these two. Cannons bung balls at your legs whilst the ballisters aim for the cranium The best way to take them out of action is to charge and welly 'em with your mace. Once out of commission, the crew stand around like so much mace fodder, so it's happy slapping time again with your mace flying everywhere. Once a level has been cleared of cannons and ballisters,

you can leap around the nearby ledges creeping up behind the other enemy posts and knocking 'em out one by one. Don't use the Magic Demon spell, though because there's every chance that a falling cannon barrel could meet your head with stunning (no!) consequences.

RIDERS

Riders all share the same characteristics in that they charge at you and attempt to squash you. They include Boat Riders, Carpet Riders and Cavalry. If you can use a Demon Shield or Magic Demon spell on them, save yourself a lot of bother and do so, keeping as far away as possible Carpet Riders and Cavalry can be knocked out from a distance by arrows or Naptha bombs but once the transporter has been trashed, you then have to give the occupants a good bashing, because by now - quite understandably - they are a little bit pissed off. Towers are big and require two or three well placed arrow shots or mace hits before they are ripped apart. Harry the Knight (Well, he could be called Harry) is another tough cookie. You'll need to severely thump him around the laughing tackle in order to dent his armour. Just say NO! Run away and hide in a corner, shout insults about his horse's complexion and then chuck some demons at him when he's not looking. If you want to be a total swamp donkey, stand at one end of the screen and lob arrows at him. Then write and let us know what happens

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GUTLESS GULLY

eeing as you lot have got a massive directory on the front cover this ish, GeeGee is going to be just a tad different, being a mix of general tippies with the odd cheat thrown in. One thing we aren't coming across is any PC tips or cheats. Why not? I mean, surely some PC owners have got games? Please. Pretty please. Send me some PC stuff and the best of it will receive some totally fab software courtesy of ZERO.



CHASE HO

As you begin any level hit the space bar like a demented Jerry Lee Lewis and you'll get extra turbos without wasting any of your own. Harmeet S. Jandu sent us that one. Cheers old fruit

NEW ZEALAND STORY



No, not the vulgar one. We don't print stuff like that in ZERO. (It's in the cover booklet.) On level 2.4, stand at the entrance to the room where the giant octopus is, face right and start shooting. A time machine will appear

SHADOW OF THE REAST



When loading, wait for the last intro screen, then hold down the joystick button and left mouse button simultaneously until you are

told to swop disks. Thanks to Crucial Graffix for that one. I'm sure Mr. and Mrs. Graffix are very proud of you, Crucial.

VOYAGER



Ocean's oldie is now out on a compilation, so I thought I'd include this tipette. Type When the sweet showers of April fall' for a bit of fun

ELIMINATOR

on Hewson's totally fab game have **Daniel Pemberton** to thank for the following level codes. To enter any of them, press the HELP key and type away 2: AMOFRA 3: BLOOOP 4: CHEEKI 5 DOINOK, 6: ENIGMA, 7: FLIPME, 8: GEEGEE, 9: HANDEL. 10: ICICLE. 11: JAMMIN. 12:

Those of you still struggling

IMPROVE

Well, it looks as though Father Christmas did get my letter after all, because this month's column has some stuff that isn't for the Amiga! Yes indeed. And it looks as though the Freestyle bunch have got some stiff competition from a new regular contributor to IYHL...

TELL THE TRUTHS THE IYHI VERSION

"My name's David Brown, and I wrote the Batman hack for issue 3," "My name's Mark Lawrence, and I wrote the Batman hack for issue 3." Only one of these people is telling the truth. Will the real backer who wrote the Batman hack please stand up

Well, David's still sitting down. I'm afraid to say that there's a thief in our midst. David Brown ripped Mark's Batman hack from a back issue of ACE (and it was written for the old Batman game, not Batman The Movie), so lots of humble grovelly slurpy bits go to Mark and lots of angry punches to the head to David. I will in future be keeping an eye open for hacks from other mags, so PI FASE don't send in POKEs which aren't yours. You'll save us both a lot of time and hassle

INTERPHASE HACKATTACK

Just to show there were no hard feelings Mark Lawrence sent routines for Interphase on both ST and Amiga. That's right, this month's IYHL has an ST routine in it!! They both give infinite energy. And we don't know of anyone who has finished it - even after reading a solution for the first few levels - so this might help

INTERPHASE (Amigg)

10 REM INTERPHASE AMIGA BY MARK LAWRENCE 20 DIM CODE%(255) 30 FOR N=0 TO 111 40 READ AS: A=VAL ("&H"+AS) 50 CODE%(N)=A:NEXT N

60 CHEAT=VARPTR(CODE%(0)): CALL CHEAT 70 DATA 70FF,2C78,0004,4EAE,FEB6. 2200.5280.6700

80 DATA 009A 4BFA 0114 3AFC 0400 429D.3AC1.93C9 90 DATA 4EAE, FEDA, 2ACO, 2A8D, 2B4D 0008,589D,4295

100 DATA 4BFA,00B6,1ABC,0005,3B7C. 0030.000A.41ED 110 DATA 0038.2848.0006.41FA.0086 7000 7200 43EA

120 DATA 0090,4EAE,FE44,4A80,6650 700C 99CC 614C 130 DATA 7002,49F9,0007,0000.6142. 397C.007F.0048

which will take you to level 3.1. Gosh.



As you probably realise, Binky is tragically dead. hanging around on a barbed wire

nce in Switzerland, he is, you won't be surprised to hear, unable to deal with any further correspondence. So for those of you who are stuck on the sixtythird screen of Mutant Banana Eating Aliens From Accrington, or even dying to know how to get infinite lives on I Married A Mutant From Manchester, Sean Kelly has bravely stepped into Binky's breeches and booties...

ou know the feeling. You've been playing a game for four months and reaching the same screen and getting thoroughly stuck for the last two of those. You know there's a really simple way out, that's probably staring you in the face and shouting 'Over here, Stupid. AT ME.' What's needed is a bit of help, from That's where Kelly's Heroes comes in.

KIKONG, 13: LAPDOG, 14: MIKADO

It's perfectly easy to use this column. This is for those problems that are fairly specific and may have got into several months after buying tipping. Other mags would leave you in the you're having with a particular game and I'll either get onto the programmers and get them to sort it, or I'll get my head round it myself, or stick it in my column and get all our other

Simple and straightforward or what? Next month I'll be wading into the sackloads of mail that will doubtless be piling up on my doorstep. At least, I hope so..

YOUR HEX LIFE

0150 297C 6000 150 DATA 0106.00B2.41FA.0012.43EC 01BA.7008.32D8 160 DATA 51C8.FFFC.4EEC.000C.31FC. 31FC.06E4.21FC

170 DATA 4A78,775A,06E6,4EF8,041C, 4F75 43FA 0032 180 DATA 3340 001C 234C 0028 42A9.

002C,237C,0000 100 DATA 0400 0024 337C 0030 0012 4EEE.FE38.7472 200 DATA 6163 6864 6973 682F 6465. 7669,6365,0000

INTERPHASE (ST)

Type in this poke, save it to disk and then RUN the whole shebang with the Interphase disk in drive A. The game should now load with infinite energy.

10 REM INTERPHASE ST BY MARK LAWRENCE 20 T=0:OPTION BASE 1:DIM A%(1024):CHEAT=VARPTR(A%(1))

30 DEE SEG=0-REM REMOVE THIS LINE IF USING NEW BASIC 40 READ BS:B=VAL("&H"+BS) 50 WHILE B<&H10000 60 POKE CHEAT+X,B:T=T+B:X=X+2:READ B\$-R=VA1 ("&H"+R\$) 70 WEND

80 IF TOB THEN PRINT "DATA FRROR*:STOP 90 CALL CHEAT 100 DATA 42A7,3F3C,0020,4E41,2C78, 04C6 3EBC 0001

110 DATA 2F0E,2F3C,0004,0002,4E4D, 4FF9 0008 0000 120 DATA 41FA.001E.3418.224E.7200. 3018.0380.6702 130 DATA 3218.D2C0.32D8,51C9.FFFC.

51CA,FFEA,4ED6 140 DATA 0002,001A,707F,007A,6060. 00DD,0008,31F0 150 DATA 31FC.0644.21FC.4A78.7C08.

0646.4EF8.0400 160 DATA 000A8A44 GHOSTBUSTERS II (Amiga)

For his final offering this month, Mark has sent in a routine for Activision's Ghostbusters II. Type this lot into Amiga-Basic (save it if you want), RUN it then restart the Amiga using the 3-key reset (Don't turn the power off!). The game will now load with infinite lives and slime



10 REM GHOSTBUSTERS II BY MARK LAWRENCE 20 DIM CODE%(255)

30 FOR N=0 TO 53 40 READ AS:A=VAI ("&H"+AS) 50 CODE%(N)»A-NEXT N 60 CHEAT ... VARPTR(CODE%(0)):CALL

70 DATA 2078.0004.41E8.0022,43FA 0016.2149.0000 80 DATA 7200 7017 D258 51C8 FFFC 4641,3081,4E75 90 DATA 202F FE3A 41FA 0044 2080.

41FA.0014.43F8 100 DATA 0300.2D49.FE3A,700F,22D8. 51C8.FFFC.4E75 110 DATA 0CA9,0007,D300,0028.661A. 23FC,6100,FA20 120 DATA 0007.C534.23FC.33FC.0001.

0007.C538.23FC 130 DATA 6000.0082.0007.C540, 4EF9

HOW TO BEAT

If you want to use the routines printed to beat the hell out of YOUR games, you must be able to answer "ves" to each

of the following auestions:

1 Have I got an electricity supply?

2 Have I got an Amiga and/or an ST? 3 Have I got any hands (or at

least a finger)? 4 Have I got the game for which the back has been

published? Now do the following: 1 Type the listing EXACTLY as

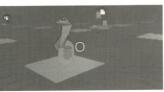
shown into the Basic on your 2 Save it to disk for future use.

3 Put your original disk in drive A.

4 RUN the program 5 If you get an error (Data Error, Out of Data, Integer to big etc) then check the Data you've missed out a number. letter or comma somewhere

6 If everything's tickety-boo the game should load and run automatically, with the POKEs firmly in place. If it just sits there, check the blurb about the routine - you might need to reset the machine or click

the mouse button or such. 7 That's it. You can now play the game and happily beat the hell out of it. Don't say I never give you anything.





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Alan Tomkins has been sent to Coventry. On work he says. Believe that and you'll believe anything. Still, after a lengthy absence, he's returned with a bag full of packages. Cyber Paint 2. Rombo Vidichrome and Frame Grabber get spattered with poster paint on the



These are the Raisins, a screen from a Cyber Paint II animation: some quite complex sequences that include twisting and tumbling, are made easy.



Over and under, first the bees were drawn and then the text was placed into position. This again is made easy with Cyber Paint II.

WHAT/C WILLE

WHA	1'S WHAT
TITLE	Cyber Paint 2
PUBLISHER	Antic*
PRICE	£69.95
FORMAT	ST
RELEASED	Out now
	*UK Electric Distribution



DIG THOSE DIGITIZERS



This fetching leopard was produced by the Rombo Vidi/Amiga and Vidichrome upgrade using the RGB filters. It has not been touched up with image processors.

ROMBO VIDICHROME

points in its favour straight off: a) it's Scottish and b) it's dead cheap. It's an upgrade for the excellent Rombo Vidi-Amiga/Pal digitizer. For those of you that haven't yet seen the Rombo Vidi-Amiga, check it out. At 99 soys it's a steal. Image quality is very high - I've seen worse on digitizers at three times the price. And you can adjust the contrast and brightness, a neat little touch. In fact, the best thing I can say about the Rombo Vidi-Amiga is that I bought one. (And if you've

ds 520K. 050 641 4631.

over tried to get a drink out of Alan, mindblowing that is. Alcoholic Ed.) So at under 20 pounds how does the Vidichrome shape up? Well it

works by using the RGB filters that are supplied with it. You can grab a HAM image in the quick merge mode or grab each colour in turn which I found gives the best results. Now under normal cirumstances, cheap usually means poor quality but this is not the case with Rombo. Why? 'Cos the Vidi-Amiga is the best digitizer for under 500 quid and I've tried 'em all. Now with the addition of Vidichrome, amateur artists need look no further for their HAM pics.

TITLE	Vidichrome
PUBLISHER	Rombo
PRICE	£16.95
FORMAT	Amiga
RELEASED	Out now

Amiga Out now

Anyone looking to buy an Amiga digitizer is in for a treat as two brand spanking new packages are soon to be released. One is a budget model upgrade and the other a full-blown all-singing, all-dancing luxury model. So get this...

MARCOM FRAME GRABBER



This is a live action 'Touch Down' grabbed from the Super Bowl using the HAM mode of the Marcom Fran Grabber. As you can see the image has held together with no smearing, an excellent result for both the '49ers' and Marcom.

ake a trip through time and space to the other end of the price spectrum and you'll be teleported into the world of the Marcom Frame Grabber, At 500 spondulicks, the semi-pro and amateur who can afford to

nay for superior quality. The Marcom offering is the PAL rsion of the Progressive Peripherals NTSC Frame Grabber, Marcom, based in Northampton, have developed the hardware and Progressive the software. The Frame Grabber supports five black and white three HAM, and an amazing 22 colour formats, including three extrahalfbrite ones. ('Thingies' in normal

parlance, Jargon Ed.) The Frame Grabber gives you the choice of either live grabbing or separate RGB image grabbing with a colour wheel. As always, the colour wheel gives the best results but the live colour images are also excellent, even at a fast grab rate. The grabber captures one image and displays it; but a multiple exposure of still images uprates the quality. Palette reworking is also provided in the software.

I was using the beta test software and Marcom inform me that Progressive Peripherals are uprating it to include a host of picture manipulation modes, such as those found in their excellent Pix-Mate package. So it's going to end up even better...

Frame Grabber allows you to create a series of grabs in an Animfile and play them back. This is great for examining movement or even explosions. You can

01 941 6117

then load non HAM ones into D. Paint III for any reworking that you want to do. The black and white images are so sharp and clear that I nearly lost my self control, Oooh, eende shiyers down your spine. The colour images

digitizer depend on getting the right setting and in this case, once you have mastered this, the results are the best I have seen for the Amina

The Marcom Frame Grabber is so good that just to get hold of one it's worth... erm... doing something you really don't want to do at all. Like cleaning the toilet or going to lunch with

Margaret Thatcher, Get it or regret it. MAT'S WHA

TITLE	Frame Grabber
LISHER	Marcom
PRICE	£500
ORMAT	Amiga
FACED	Out name



The Marcom Frame Grabber was used to digitize this black and white publicity photo of nnie Tyler, using the b/w mode, and caught it exactly; the best results I have ever seen.

VISION ON



The Winner of the Artifacts/US Gold 'Their Finest Hour' Competition, a The Wither or the Afficiation of the Afficial Part of the Afficial Part of the Afficial Part of the Afficial Part of the St. Congretulations; a copy of the game will be winging its way to you as soon as the ST version is released.

Space prevents printing the runners-up but they were D. Golloway, I.



A smacking good pair of lips from Thomas Irvine of Newtownards, Co.Down, N.Ireland, no details of package but drawn on the ST.



Mat Anthony of Crewe Cheshire sends 'Mr Heli' into orbit using Photon Paint II on the Amiga.

WRITE TO THE POINT

Dear, dear. We do have problems. Still, as Claire Rayner always says, "Don't fret, Alan Tomkins is an arty git and he can answer all your queries about graphics matters. loveys." Your problem will be treated entirely confidentially and will only be revealed to my wife. kids, cat, dog and all serious hip gamesplayers in the UK.

ELITE SQUAD

I have had a 52OST for about six months now and use DEGAS Elite, and would like to know the following. Is there any way I can get more than two scroons? Also is there any way that I can get Co-

ordinance while drawing? AlanClay, St. Ives, Cornwall,

Check that when you boot up, you don't have any accessories in memory. This includes the Control Panel. You will then have three screens; also to get co-ords

WHICH PACKAGE I am getting an Amiga for Christmas and I am purchasing a paint package but can't decide which one. I was wondering

if you could advise me Andrew Johnson, Blackpool.

The best paint packages for the low res mode are Deluxe Paint III for painting but if you want to try full screen animations, then try Zoetrope; but if you want to try HAM painting try Photon Paint II (see Issue 3 for details). Then when you have finished a few pictures. send them in to Vision On

ANTI-ALIASING

You say in your tutorials that you can smooth the edges by 'anti-aliasing' what's that? T Meredith, BFPO33(d).

Anti-Aliasing is the technique of smoothing angled lines that on a computer come out looking like steps. Sav you have a black line on a white background. Look at your palette and pick a colour that comes about half way between black and white (if your palette lets you, use more). Now place the intermediate colour on the step and you'll see that it smooths it out.

Loadsa mail this month encouraging stuff. particularly since the auality of artwork is very high. Keep it coming chaps. And remember - if you want your disks

returned, enclose a stamped addressed Jiffy Bag as well. Send your letters, pictures and tips to Artifacts, 14 Rathbone Place, London, W1P 1DE.

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ADVENTURES



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very happy Man
(With The Beard) by
erm... writing to him
actually. And in
return Mike
generously reveals
why shaving is
totally out of bounds.
Here's a little clue.



Now try telling are graphic adventures are boring. Clay old beant

his month saw the ZERO
adventure mailbag start to take
off...but I just caught it in time and
nailed it back down to the desk so that I
could answer all the letters in it.
Not all were asking for hole. Some

cools arished at the letters in it.

cools arished as the letters in it.

strange creature, a mysterious man his strange creature, a mysterious man who goes by the name of The Greve. All assessment adventurers know that The Grows is a creature invented by infocom's Crow is a creature invented by infocom's Kills unsuspecting pilayers. Well this Grue likes in darkset Dromskin, a farmous processing to the control of the cool of the cool

The Grue has established a reputation for having a vast knowledge of all infocom games and has been been writing in the Adventure Probe Enzoise for writing in the Adventure Probe Enzoise for writing in the Adventure Probe Enzoise for how to solve Infocom's greatest hits. By how to solve Infocom's greatest hits, been able to reveal all their bugst, their been able to reveal all their bugst, the simple to the property of their been able to the property of the property of their been able to the property of their been able to the property of their been able to the property of their been able to the property of the pr

way, this can be revealed, as apparently there's a Mrs Grue as well. Poor woman. There's tall address, before I forget it me hearties, is 64 County Road, Ormskirk, West Lancs L39 1QH.

The Grue offers the following advice for anyone playing *Trinity*: Try asking the bird woman about Trinity; try eating the skink; try eating a toadstoot; jump off the cliff with the lemmings. You know what a lemming is: it's one of those boring people who read ordinary games mags.

Mr D.P. Crump of Loughborough used to be a lemming as he admits writing to the adventure sections of three other 16-bit mags and never getting a reply. Not so with ZERO! As long as you enclose an sae then you'll get a reply. I might tell you I've no idea how to solve your problem, but at least you'll get an answer. I couldn't help Mr Crump, as it happens, who wants to try to get to the second part of Joan Of Arc. a dashed difficult game and one that no one as yet seems to have progressed very far with. Certainly not me. And I haven't yet seen a solution for it printed anywhere. Can any readers come to Crump's rescue? And mine too? Any help on Joan Of Arc and

Inspector Clues-eau will be printed.
I suggested to Mr Crump that he might try ringing The Guiding Light, a telephone adventure helpline service. They claim to be able to help with most adventures and

MY PLAY LIST

WHIPLASH AND WAGONWHEEL

even some arcade games too (whatever they are). The number to dial is (0898) 338933 and be sure to get it right as one wrong digit and you could find yourself listening to 'Lusty Linda's Sexy Secrets' by mistake (hem hem). The helpline is open seven days a week till midnight and if you want to write for details the address is 10B Hulme Hall Road, Manchester M15 4LY

Ion Brown takes me to task for my alleged anti-graphics bias. Ian complains that in the first issue of ZERO I said "I won't be writing about them if I can avoid it" and claims that this is a very biased and stupid attitude towards graphics in games, Ian didn't give me his address so I have to reply here. If you'd read what I said, it was that I wouldn't be using the adventure pages to review 'arcadeadventures', which are very different from 'graphics adventures'. If I didn't review adventures with graphics, I'd have a section about two inches long. "If you don't sharpen up," lan threatens. "you'll be letting down an otherwise excellent magazine. I suggest you go out and buy some very juicy graphic adventures like Chrono Quest to remind you how wrong you are!" Play a few text adventures too, lan - they'll improve your reading skills. (Oooh, I can be right bitchy at times.)

Steve Clay of Ellesmere Port (a wonderful drink), would obviously not get on well with Ian Brown. Maybe we could settle the text versus graphics issue once and for all with a stand-up fight between these two guys. Steve says "the only reason for graphics is so that companies have something to put on the back of the box. If graphics are so important, why do most games have an option to turn them off? The imagination is much more fertile than a static graphics display! Imagine a novel with pictures. Anyone who read Lord of the Rings and then saw the film must have been disappointed. Using the looks exactly like the player wants it to Keep up the good work and until graphics can truly add a dimension to games, let's keep to the written word."

Fighting talk, eh? I tend to agree with Steve, even if it does put us in a minority. But then again I always think that a minority's the best place to be

A final thought-provoking comment from Robert Hampton of Maldon: "My mates think that your beard is really a stuffed hedgehog stuck to your chin with double-sided tape. Can you confirm this?" Utter rubbish! Kindly tell them that I am the hedgehog and have to go through life with this weird human being creature stuck to me with double-sided tape. And that's all for this month folks. Hello and goodnight from Spiny Norman.

y precious play-list feature has been missing lately, which is not 'cos I haven't been playing adventures, crikey no. I reckon the last time a week went by when I didn't play an adventure, it was the famous year when Stanley met Livingstone; when Karl Marx met Frank Spencer; and when Alan Freeman met Oliver Hardy and Bruce Willis and set up their well-known

chain of high street shoe shops. This month's game comes at an aually historic moment as it's the first 16-bit release from a company called Zenobi Software, which is already well established in the Spectrum adventure market. Their 16-bit debut is on the Atari ST with a game called Whiplash And Wagonwheel, which sounds kinda fun. haven't discovered why it's called that yet... except it's written by two guys, so maybe one of them likes wagon-wheels and the other one likes... (Snip. Legal Ed.)

It takes place in good old 1958, You're Jonathan Masterson (oh yes you are, don't argue) and are hitching round the good of United States of America. You get a lift from a truck-driver named McTear but as you pull into Hantsville the engine splutters and dies. McTear heads for the garage, and you sit and wait. and wait... and hang on, this is getting boring. Better get out there and find him fast.

You start the game sitting in the cab, where I advise a good search round before climbing out and getting on with the hunt. Then you can check out Hantsville. South is Old Joey, the street sweeper, a mine of information if you treat him right and beyond him is Georgio's Grease Joint - looks the kind of place where they'd do you a good roachburger. And don't drink the coffee. You can even investigate Georgio's back passage. Where on earth do they

think up these locations? In the town library you see Magg the town slag and another local character know as Billy Bent, though we're not told why and I didn't try to find out. The game's got umpteen locked doors, a set of locked gates, a high window, a museum you need a pass for and a guy who won't let anyone into his house but the sheriff - I tried fibbing but he wouldn't

I'd like a series on how the authors

did it. please. There are drop-down windows at the top of the screen which you can switch on and off. showing Visible Exits, People Present and Visible Objects. Another window drops down showing your own inventory. You can program the function keys for whatever inputs you like, there's an OOPS and a RAMSAVE, as well as a graphics on/ off command. The pix themselves are pretty good and in total there's 700Ks

If you see a cheapo mail-order

game for the ST then you can usually

parantee that it's been written using

STAC, but this one isn't - or if it is then



worth of data spread over two disks. This is definitely a game for those who don't take their adventures too seriously and like a bit of a laugh while they play. Try to EXAMINE BARN, for example, and you're told "I can't see a naked woman anywhere... oops, wrong response..." I also helps if you're a grubby little soand-so. Well I liked it anyway! And at £7.49 it's a real budget bargain.

T/C WHAT

FORMAT ST only

-	J WILL
E	Whiplash And Wagonwheel
R	Zenobi Software
s	26 Spotland Tops, Rochdale, Lancs.
E	£7.49*

'See overleaf for ZERO special offer price.

WELCOME TO THE

HIPPY

you into my wonderful ome - yes, into the palatial surrounds of the ZEPO adventure section, with the hack-red wallpaper and slash-areen sofa-Here you can pull up a pouffe and tell me all about what you've been up to adventure-wise. This month I invited Sue 'Syntax' Medley to join me in my inner sanctum. lie down on my couch (I'm no fool) and tell me how she's been getting on at trying to load PC adventures into her Atari ST. These are her very words:

f there's one thing that drives me mad about playing adventures, it's when I read a review of a game, think how great it looks, decide to buy it... and then find out that it isn't actually available for my computer!

My biggest disappointment came when Inforom released Border Zong and Sherlock, Riddle Of The Crown Jewels. The main reason I upgraded to an ST from my 'umble Speccy almost four years ago was to be able to play Inforom games - and now, here were infocom releasing new products onto other

machines, but not the STI Luckily, you can work round some incompatibility problems by using an emulator which is a piece of software (or more rarely, hardware) that lets your computer run rival software - within limits. For ST owners, there are a few emulators available either commercially

or in the Public Domain I tried the commercial program PC Ditto with my 520ST and, as with any emulator, there were several restrictions on how well it worked. Since PC Ditto resides in memory, the amount left for

the software you are trying to run is reduced so a lot of the more advanced adventures won't work with smaller machines. Any software that you can get to load runs in CGA which means you

only get four colours on the screen When I used PC Ditto with the PC version of Sherlock, lo and behold it worked! The software ran extremely slowly which was irritating when I mis typed a word but if you want to play the game enough (and Sherlock is as entertaining as Infocom's earlier offerings) you'll persevere. Border Zone also worked

- with the same speed restrictions. Out of interest, I tested some other PC software. After all, a text-only adventure isn't the most complicated game about Would my 520 be able to cope with graphics? And would I have the patience

to wait while it tried? My conclusions are that I think that most text-only games would probably load and run; all the early Infocoms I tried did and so did another text-only adventure called Crime, Infocom's Journey, which contains some token graphics, looked promising as it put up the loading screen. It then started to

display the opening location - and died! Guild of Thieves, Police Quest 2, Twilight Zone and Legend of the Sword wouldn't load because there wasn't enough memory. Total Eclipse loaded eventually but wouldn't run. Police Quest 2 will load and run on a 1040ST but takes 20 minutes to load (yes, 20 minutes from disk - slower than loading a Spectrum tape adventure) and even then it's far too slow to play. The only real success was Murder Club

So the results weren't brilliant, I'm glad that I've been able to play Sherlock and Border Zone, but as far as adventures with graphics are concerned - forget it! Even if your computer has a large enough memory to handle them, you will find them very tedious to play unless you have the patience of Job.

complaint, as Del-boy would say about 16-bit software? It's too expensive, right. Well my friends, I am here to offer you the bargain of a lifetime and I don't mean something that's just fallen off the back of a lorry down Peckham Market. I've been doing a bit of wheeling and dealing. ducking and diving and have come up with a way of saving a few pennies for the hard-up ST adventure player. And don't warry, Amigasters and others, there's samething in Dynorod get here to flush it out.

This month, to announce their arrival on the 16-bit scene, Zenobi Software have agreed to do an exclusive offer for ZERO readers. Their adventures are already budget priced but they're going to make them even budgeter for this month only. Their adventures normally sell at £7.49 but they're knocking P-----

£1.50 off and for the benefit of those who can't count, that reduces the cost to £5.99 including postage in the UK. But you can only get them at this price through the coupon in ZERO, although they will accept photocopies if you don't want to tear your priceless issue.

The special offer price applies to Zenobi's first release, Whiplash And Wagonwheel which you should find reviewed in these very pages. But the company's also just signed up two slightly older releases and they're on offer too. First there's The Jade Stone, well reviewed in Issue One of ZERO and previously sold by Marlin Games at eight quid. Then there's the Domes Of Sha trilogy not quite so well reviewed in Issue Two of the mag when it was first released by River Software at £9.95. But if you fancy three perfectly playable text-only adventures for £5.99, alias two quid a time, complete the coupon forthwith - or even fifthwith

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HIGHEST JOYSTICK IN THE WORLD

rere's where we ask you to pack up a joystick, carr it with you to samewhere 'high' and photograph it. And this month we've almost got a tie - both entrants have smashed the 3000 foot barrier (and spookily enough they're both Quickshot II users).

First up is Fraser MacDonald of Hurlford in Ayrshire: "Enclosed is my entry for the Highest Joystick In The World. The photo is of my Quickshot II at the summit of Ben



Juickshot II at the summit of Ben Lomond, a rather high mountain in Scotland (that's 8194 feet to be present of the pool to get to the op of that blasted mountain for the sketure – so you'd better print it".

Secondly we have **Barry Juniper** of New Eltham in London who took a slightly less strenuous approach: "I was given a surprise birthday present of a half hour flight in a Cessna aeroplane – as



aeroplane – as soon as I was soon as I was told. I thought of ZERO and grabbed my joystick. The Cessna (a four seater by the way) took off at Headcorn in Kent, and the pilot took us up to 3,700 feet. We flew over Leeds Castie. It

So that's what you have to beat now: 3,200 feet for somewhere reached by leg power or 3,700 feet if you use an aircraft. A fabulous software prize could be yours for the taking.



RIIII DING TI

By Robert McAlpine Junior



Hello builders: you may have noticed the 'notepaper'. That's right - I'm in prison this

month. Unfortunately last month's legal problems got out of hand and I lost my temper in court - laying into the prosecution witness and breaking his jaw. So. I'm on a new charge now, In fact two new charges - contempt of court and actual bodily harm, Still, that's life and anyway, the original charge of laying unfeasibly deep garden wall foundations was dropped, so things aren't that bad. Um. well actually they are quite bad but you know what I mean. Being inside does give me one thing though - and that's time: time to go through your letters, so let's have a look.

Dear Robert Junior
After reading your column I decided to
'go for it' and set up my own
construction and demolition business.

but I've run into some problems. Please could you help:

1) How do you build a wall that stays

up? (Mine keep falling down.)
2) Concrete: what's the right aand to cement ratio? My concrete never seems to 'work' properly: it's all sort of dusty and slides about all over the place.
3) Where on earth do you get skips from? Do you have to buy them? In which case, do you have to buy them? In forthose special 'joiking up and putting

4) If I invested in a dumper truck, could I also use it as a private light goods vehicle? (I can't afford a car and a dumper, you see.)

Jonathan Andrews Humberside

down' lorries as well?

You do seem to be in a fix, don't you? Still, I admire your 'get up and go' attitude and hope this will be of

some help...

1) Normally I'd say go for incredibly deep foundations, but I've had to do a rethink on that one (given my current gool

(given my corrent guess predicament); so I'll soy go for no foundetions at all, but build your continues of the state of t

3) Ah, skips. No, luckily you don't have to buy them. You hire them and include the charge on the customer's final bill.
4) I'm not an expert in traffic law.

4) I'm not an expert in traffic law, but as far as I know you can just about get away with driving a dumper on the road as long as you tax it. However, if you do get stopped by the police, it's probably best to tell them that you're travelling between sites (although you may have difficulty explaining with you have passengers).



Here's a tip for your readers - it concerns the pricing of jobs. Firstly, try to avoid pricing over the phone, as a potential customer's reaction is far easier to gauge in the flesh. The trick is to give a 'rough quote' based on what the job actually should cost, then, as soon as you've got the contract, start to add things on, £150 here, £200 there: you'd be surprised how it all mounts up. If it's done skilfully enough, the customer will normally pay the bill with nothing more than a little bit of a moan and you can find your profits literally doubled. However, if the customer does kick up a stink, you can always backtrack to just above your original figure, make out you're doing him a massive favour.

Dave Peters Dudley, W. Midlands

the back pocket.

Well. I'm not quite sure if I approve of those tectics, but as I always say – the world would be a boring place if we all did things the same way – so well done. (I personally ask the client to pick the original figure and pay out of my own packet if things go over budget.)

and still end up with a 50 guid 'bonus' in

Till next month then and please write (as there's not a lot for me to be getting on with in here - they won't even put me on prison garden duty). Oh and not only will your correspondence give me something to read, it might well earn you a software prize into the bargain.

BLACK SHAPE

(The Alternative Letters Page)

(Cue Neville Chamberlain voice) "I have here, in my hand, a piece of paper" ... Sniiiiip!! Oh no you don't matey! Right, that's dealt with him.
So what are you lot wittering on about this month? Let's have a gander...

Dear Yikes! (Black Shape, actually.) number two (although I loved the first one), as I prefer Amiga only magazines. But when I flipped through and came across the Bungle interview: well, out came my £1.50. At last, a much debated subject over Jane's nose finally cleared No – I bought it because it's funny, which outs it a head and shoulders above the rest. Thanks for your time and the

K. Hall Norwich, Norfolk.

• And thank you for the ten pound note And thank you for the ten pound note I found in your envelope. I don't know whether it was a bribe, a present, an accident or what (seeing as you failed to even mention it) but you can take my ack Shape.

Dear Black Shape
Down the side of my fridge is a black
shape not unlike your good self. Is this a
relative of yours or what? (No it's not – I
haven't got any relatives. Black Shape.)
If so, could you tell it to vacate the
premises immediately, as I have some
your property on the some your property. Tom and Jerry stickers to put there.

Justin Mason Ryde, Isle Of White.

Blimey, don't talk to me about the

sides of fridges. The tiny strip of kitche floor between your average fridge and whatever stands next to it is one of the whatever stands next to it is one or the most unhylgenic areas known to man. If a couple of baked-beans accidentally ping down there do you clean them up? No, of course you don't, the gap's far too be joined over the years by 'chums' of all creeds, colours and flavours. It's criminal. Black Shape.

ice nd ıs

d

Dear Black Shape I am the Blue Blob, a relative of yours. (You deaf or something? Bog off! Black Shape.) I am the leader of the That Will Rule The Universe). But beware, ZERO readers, for we are massing underground in readiness for invasion. Soon hordes of Thingles will Blue Blob

Not if the men in white coats get to you first. I won't. Black Shape.

Dear Black Shape On the Amiga version of F/A 18

that the disk entered is not a DOS disk. Now simply replace the game disk in the drive and you will have access to all the

Darren Edge, Farningham, Kent.

■ So? What the hell are you telling me

for? This isn't bleedin' Crystal Tips, you know, Black Shape.

Dear Black Shape

Lindsey, I love you more than a banana milk shake – more than a pint of real ale and, oh yes, more than my dear old faithful loving, devoted, caring

tilip Knights, Blofield Heath, Norfolk

things are actually that serious between you I think it's about time you offered her a cup of 'Gold Blend' (if you get my drift). Black Shape.

To the Black Shape

I was really determined to buy a Commodore Amiga complete with 1084 'S' monitor, so I saved my shekels and erything set, popped down to the

no – it still means mono. Thanks Commodore – now I must suffer with an Amstrad like everybody else.
Adam 'P' for 'Pissed Off' Finch, Yardley
Wood, Birminaham

ifications I thought maybe the "P

 No you don't, no you don't. Liste with two transistor radio speakers blu tacked to the sides. These monitors n be big, they may be bulky and there r

guarantee it. Send the a cheque now (made out for CASH to save time this end) – you won't regret it. Black Shame, (You will regret it actually, Ed.)

Dear Black Shape Does our dog (who ate a packet of digestives in three minutes and 20

beat the world record river rutin dos-that these biscuits do do something to the digestive system because of what we found on the floor the next morning A Friend Of Block Bog, Holmfirth, Huds. • You may have a chance here. Norris said there was no record for biscuit

do, so bear with me for a couple of issues: that disgusting splodge you ha to clean up may reap you a small reward. (But it probably won't.) Black

Dear Black Shape I am replying to (or rather having a go at) James Butt's letter in issue cannot think for himself. Also I wonder he is aware of the copyright violations involved. Here's a final message to James – next time you try to be smart don't get caught out, dipturd! Jan Archer, Croyde, North Devon.

© Cripes, A dipturd, Ari Plats's a new word on me. Anyway, brilliant, we've got the start of a fight on our hands. Come on James, you can't take that or sitting down if the allegations are true the exercise ourself! If there's not it.

were. And if anyone else wants to joir in then they're welcome too. Let's go for it. (Bundle.) Black Shape.

readers' pages





NOSTRADAMUS ALSO PREDICTS



More gems from the Nostradamus tome. An 'expert' checked our findings and gave them the thumbs up. Flightless birds will find their homeland

chang'd, as will those of the wooden shoes. The melting of the ice caps is going to get well underway, much to the horror of both penguins and people who live in Holland

First there were four, then two and then one. After much deliberation he will withdraw and then there will be none.

Paul McCartney will finally realise that he's actually guite crap and stop making records.

ASTRONOMY CORNER

By Professor Bernard Nebula (Britain's first Astronaut)



ou may recall that last month I had something to reveal about Patrick Moore and Claire Rayner. Well, here's the 'dirt' Apparently Patrick was at a jumble sale, waiting to pick up a new jacket for roughly nought pence, when the aroma from the cake stall wafted on the cake stall? Yes, - Claire Rayner, So he drifted over to her, they got talking and it transpired that not only was Claire interested in the that Patrick was actually a

then back to Claire's place for 'coffee' (hem hem) Anyway, enough idle tittle-tattle, here's the news on the science. technology and astronomy front: NASA has discovered a small Black Hole in the Solar System, Scientists worldwide had been wondering why the asteroid belt seemed to be (albeit very slowly) getting smaller: even random contact and destruction there was still a slight misbalance between the projected and actual numbers of rocky bodies. Then an observer in the Mount McGovern

it - they'd 'clicked': off to the pub for a few beyvies, out for an Indian and



observatory in California noticed the asteroid that we call 'Big Bertha' suddenly disappear. It was there one second and then it wasn't (and he actually captured this disappearance theories from Einstein to Hawking.

assertained that the cause was a black hole of roughly the diameter of a football. And guess what? NASA has plans to send a space probe out to collect this Black Hole and bring it back to earth. And guess who's going along for the ride? Me, that's





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